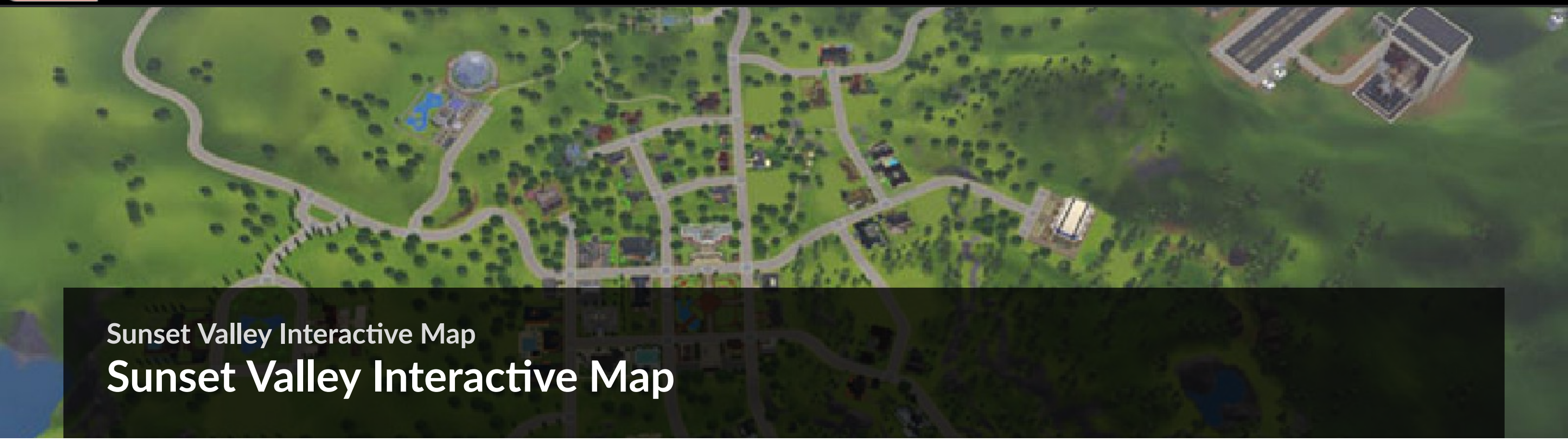
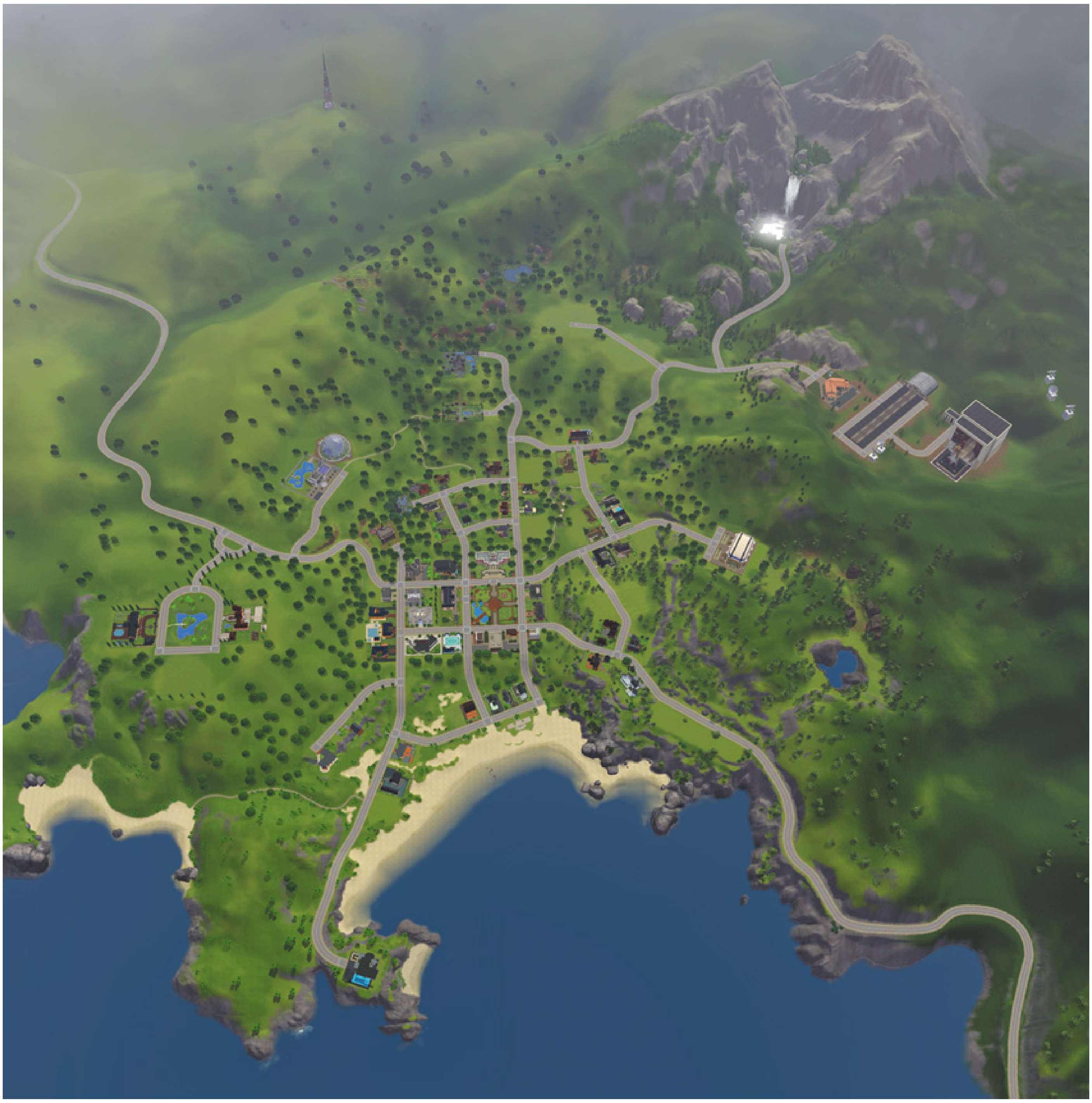
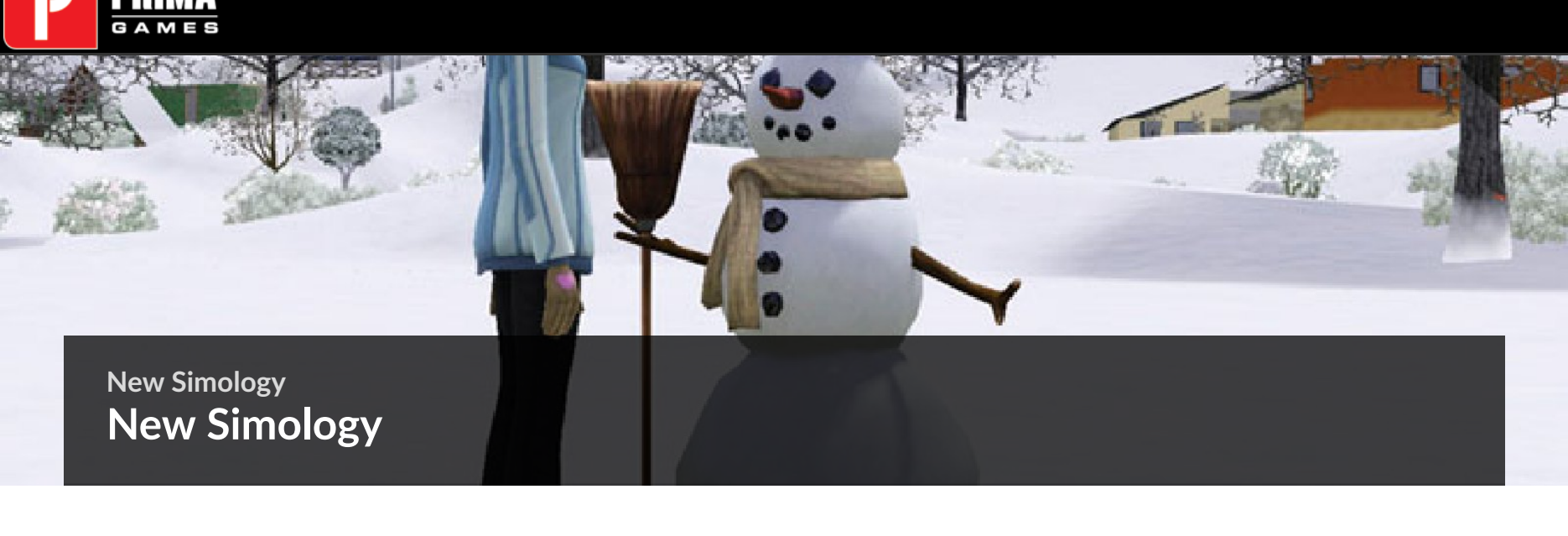


Sunset Valley Interactive Map

Sunset Valley Interactive Map



Click here for interactive map



New Simology

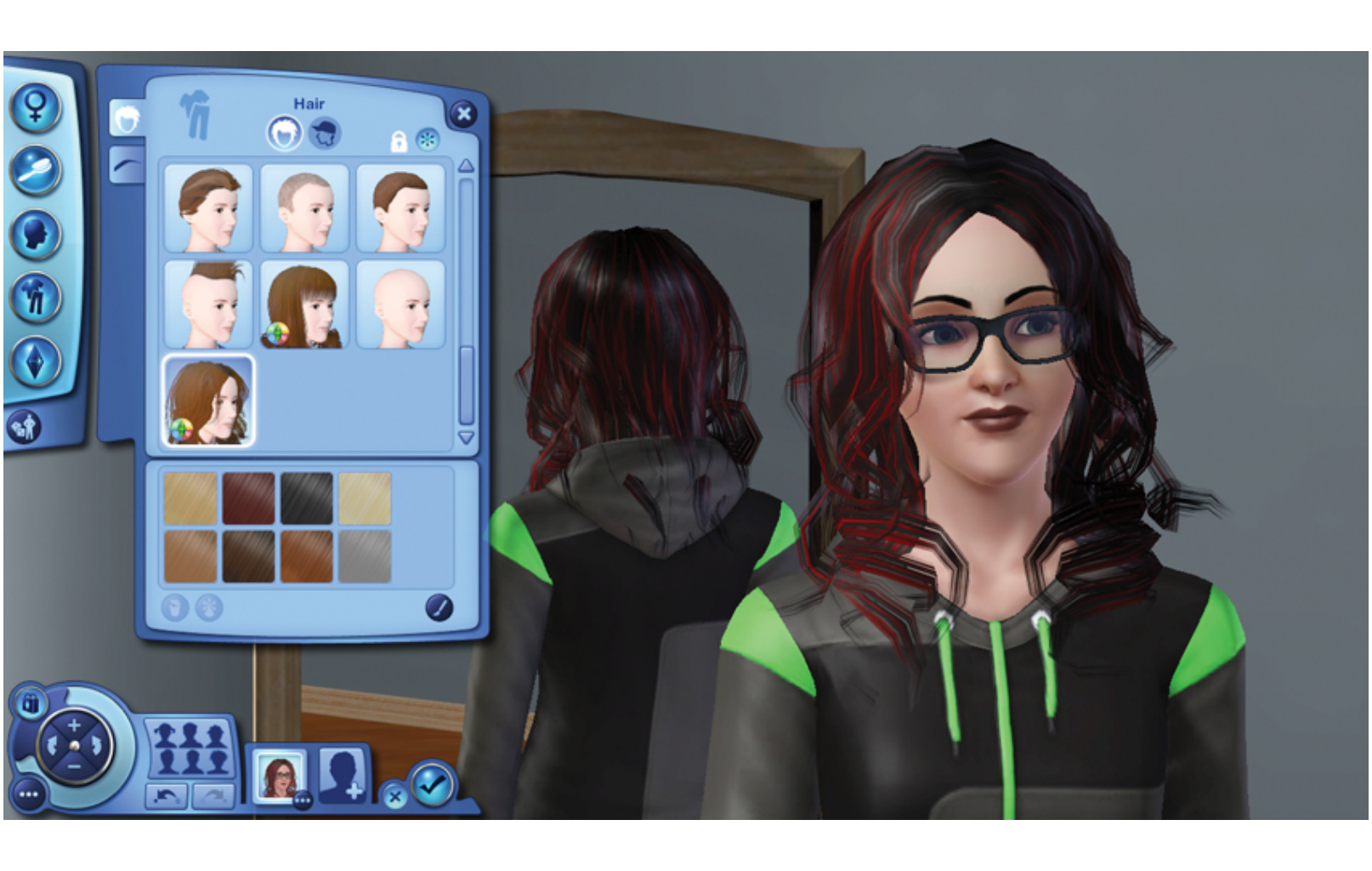
The passage of time need not be a thing of dread. Life turns with the seasons. The coming of spring marks a time for hope and renewal. The graceful falling of leaves in autumn reminds us of the inevitability of change. And in Seasons, Sims will explore how the course of a year—not just the changes in weather, but the ebb and flow of time itself—shake the soul and hopefully let the grace out.

Because change is one of life's constants, understanding how the inner workings of Sims, from their personalities to how romance blooms, is important for getting the most out of each passing year. Use this chapter to discover new traits and Lifetime Rewards, new socials and party possibilities, an updated attraction system that affects the chance of love taking hold of a heart, and so much more.

Create a Sim

Should you choose to create a new Sim in Seasons, rather than import an existing Sim or start with a pre-made household, you will discover all-new options, including new traits and Lifetime Wishes. You can also alter the appearance of your Sim in a variety of cosmetic ways. Seasons adds many new options to Create a Sim: new clothes, new hairstyles, and much more.

When you first enter the Create a Sim tool, you meet a pre-built Sim just waiting for you. You can choose this pre-set Sim and dig right into the personality or you can use this Sim like modeling clay. You can also play around with the Sim Bin, a collection of pre-made Sims that can be called into the Create a Sim "dressing room" and changed to your liking. Perhaps you dig that Sim's hairstyle but want a different color. Or you are struck by the face of a Sim but just aren't sold on a certain aspect, like the ears or chin.



Chances are, though, that you will want to make more than just one or two small tweaks. You will want to design a Sim from the toes up (or the hair down). From the first screen of the Create a Sim toolkit, you have five tabs of options and potential changes. Here are the five tabs and their functions:

- Basics: This tab lets you name your Sim and change its gender, skin tone, muscle definition, age, and more.
- Hair: Use this tab to change your Sim's hairstyle, which includes adding headgear.
- Looks: Go here to change the general appearance of your Sim's head and face, including making adjustments to chin, nose, eyes, and cheeks.
- Clothes: Select your Sim's basic wardrobe from this tab, including everyday wear, athletic garb, and formal clothes.
- Personality: This tab lets you assign specific traits to your Sim, choose personal favorites (food, music, and color), and select a Lifetime Wish.

Carried Over Cosmetic Changes

Create a Sim features such as body hair, breast size, make-up opacity, tattoos, and astrological signs are also carried over from previous expansion packs like Ambitions, Generations, and Late Night. Even if you don't have these earlier expansion packs installed, the Create a Sim features introduced by these expansions are still available in Seasons, offering a powerful set of Sim-altering tools.

Note

Ultimately, the appearance of your Sims is up to you. Cosmetic alterations are just that—they do not affect success in relationships, careers, or other interactions.

Brownie Bites

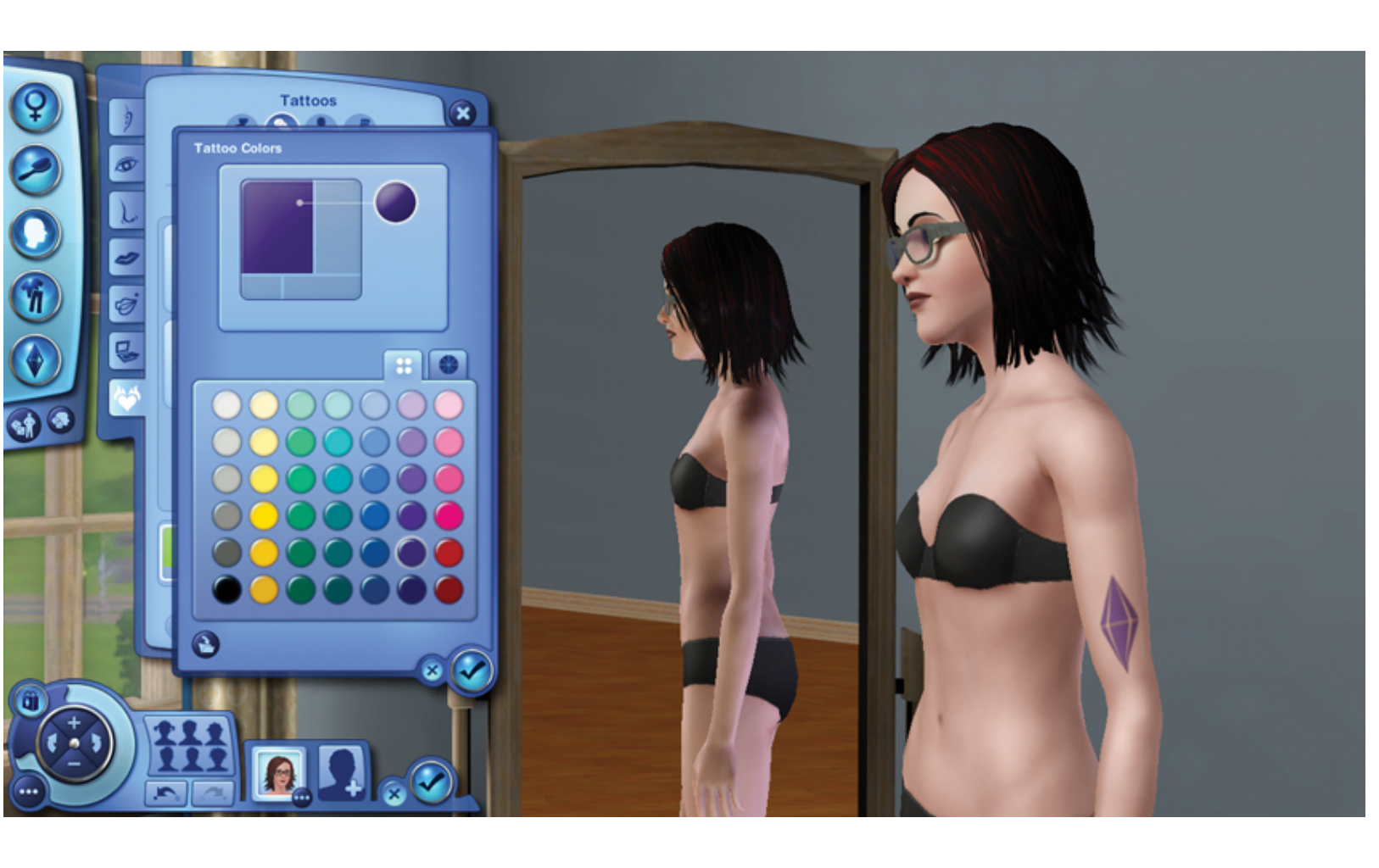
Seasons offers the option to adjust the size of a female Sim's breasts right off in Create a Sim. Use the slider tab in Basics to perform instant cosmetic surgery.

Tattoos

To add a tattoo to your Sim, choose the Looks tab. There is a new Tattoo button at the bottom of the menu, directly under Make-Up. When you select Tattoo, your Sim appears in front of the mirror and you have a near-full view of their body so you can apply the tattoo exactly where you want without any obstructions.

You may apply a tattoo to four places on your Sim: back, arm, chest, and ankle. In each body location, you can choose from a few different spots. For example, on the back, you can pick the shoulders, small of the back, or right in the dead-center.

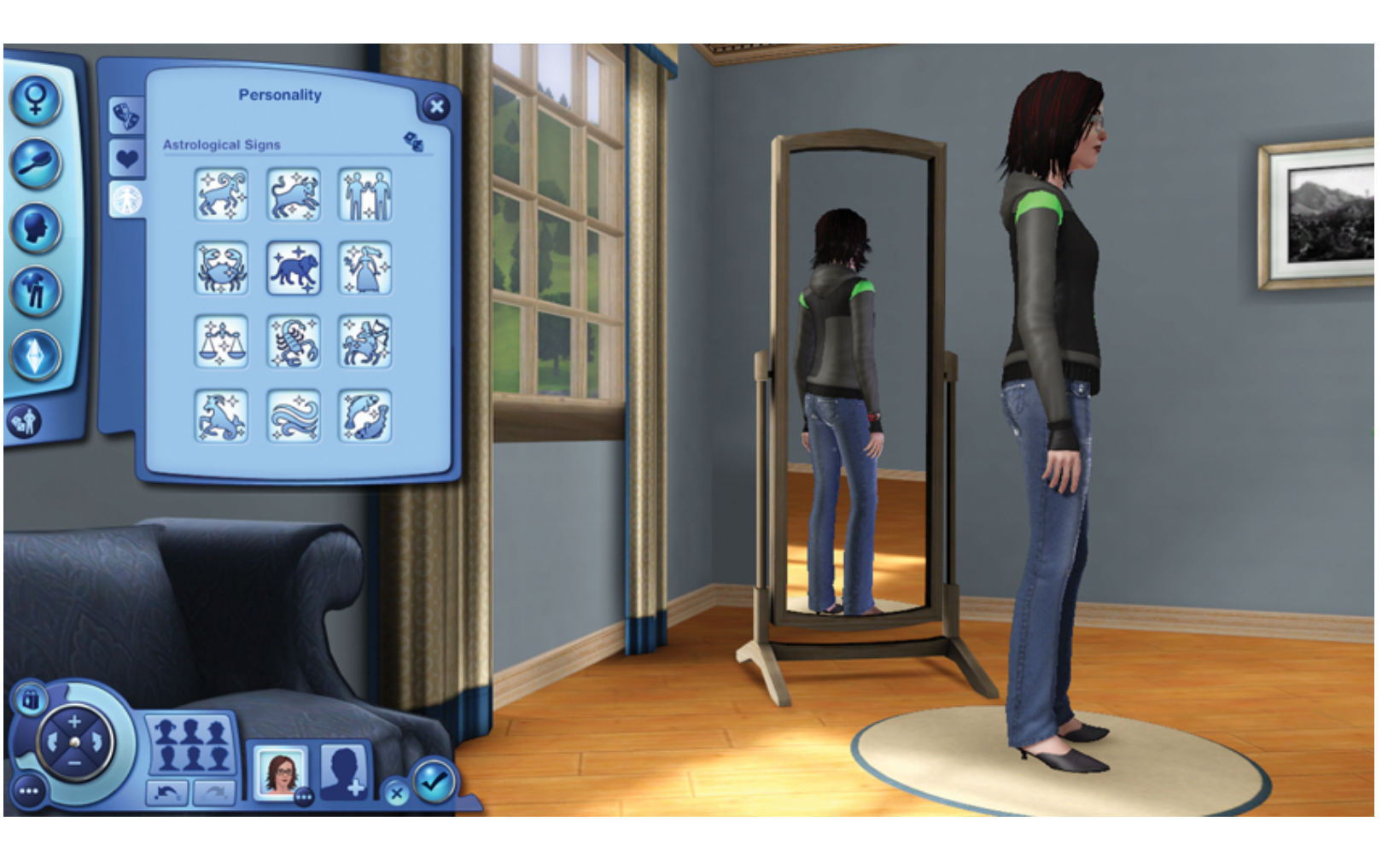
Select a tattoo from the multitude of available options.



Once selected, you can use the color picker to adjust the tones and hues of the tattoo. Some tattoo have just one color, while others are composed of multiple fields that you can alter.

Mix and match tattoos. Place multiple tattoos on a Sim. Adjust size and opacity. The world is your oyster!

Astrological Signs



When crafting your Sim's personality, you now can give them an astrological sign. You can select from the 12 familiar signs of the zodiac. This is as close as you can get to setting an actual birthday for your Sim, as these signs are associated with time periods on this side of the screen, although Sims operate on a far different calendar than we do. The 12 zodiac signs are:

- Aries
- Taurus
- Gemini
- Cancer
- Leo
- Virgo
- Libra
- Scorpio
- Sagittarius
- Capricorn
- Aquarius
- Pisces

The zodiac signs do not have a direct effect on a Sim's personality. There is no horoscope that uses signs to determine behavior. (That's what your mouse is for.) But it does give Sims an extra thing to talk about. Sims can use a flirty What's Your Sign social to hopefully learn a potential paramour's astrological sign.

If the other Sim deigns to share, this information is stored on that Sim's relationship entry in the Relationship tab of the Status panel. If the other Sim has a compatible sign, you both receive a small relationship boost. These are the compatible signs:

- Aries: Leo, Sagittarius, Gemini, and Aquarius
- Taurus: Virgo, Capricorn, Cancer, and Pisces
- Gemini: Libra, Aquarius, Aries, and Leo
- Cancer: Scorpio, Pisces, Taurus, and Virgo
- Leo: Aries, Sagittarius, Gemini, and Libra.
- Virgo: Taurus, Capricorn, Cancer, and Scorpio
- Libra: Gemini, Aquarius, Leo, and Sagittarius
- Scorpio: Cancer, Pisces, Virgo, and Capricorn
- Sagittarius: Leo, Aries, Libra, and Aquarius
- Capricorn: Virgo, Taurus, Scorpio, and Pisces
- Aquarius: Libra, Gemini, Sagittarius, and Aries
- Pisces: Scorpio, Cancer, Capricorn, and Taurus

Body Hair

Male Sims are no longer hairless wonders. Now you can add body hair via a tab in the Looks section. When you click on the tab, you select which part of the body you want to graft hair to: chest, back, arms, legs. Then, choose the amount of hair. Do you want a grizzly bear or just a cropdusting of fuzz?

Expanded Closet: Outerwear

As with previous The Sims 3 expansions, Seasons comes complete with a several closets-worth of new clothes for your Sims. However, in addition to new clothes in all of the existing categories, you now have a sixth wardrobe option: outerwear. Because everyday wear is not nearly warm enough for the colder seasons, especially a snow-filled winter, you need to assign an outfit for inclement weather.

When you initially enter Create a Sim, outerwear is randomly assigned. But dig into that new wing of the Create a Sim closet and pick up heavier jackets, warmer pants, gloves, and boots that will look fresh and fab on your Sims. Here are several options for outerwear, all of which can be customized via Create a Style.

Whenever you leave the house or an indoor venue (library, museum, etc.) in cold weather, your Sim will automatically "spin" into their selected outerwear. As long as they are outside, they will continue to sport their outerwear. When they are directed back inside, they shed the outwear and return to everyday wear. And should a Sim be in their outwear outside and the sun comes out long enough to raise the temperature, your Sim will automatically change into everyday wear.

Outerwear helps keep your Sim at a comfortable temperature. Temperature is a key new feature in Seasons. Temperature is covered to a much greater extent in the Seasons chapter, which explains which moodlets and conditions you can encounter as the body temp of your Sim changes.

Note

Sims do not change out of career uniforms into outerwear when going to work in the cold. They do not encounter any negative moodlets or conditions for being in their work uniform when out in the cold.

Note

Insane Sims will occasionally ignore the need to change into outerwear.

Tip

Whatever swimwear or clothing you select does not affect suntan patterns. All skin gets a tan when you spend time out in direct sunlight.

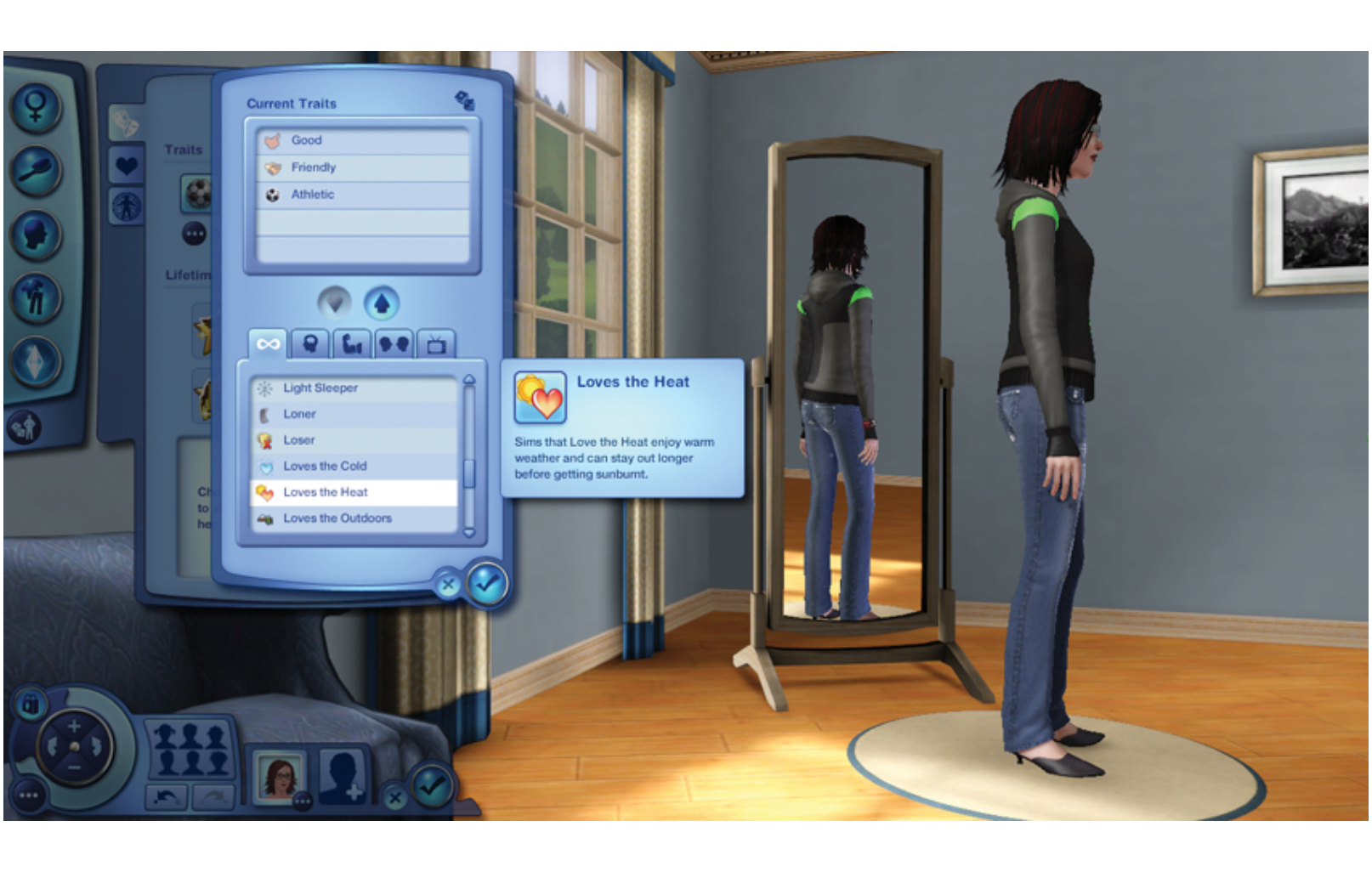
New Favorite Food

Seasons offers a new favorite food to shape your Sim's personality: pumpkin pie. This joins the other new foods added to Seasons, which span prepared dishes, festival food, and drinks. The new items are:

Food/Drink	Seasonal Availability?
Pulled Pork Sandwich	Summer
Chili Cheese Fries	Summer
Snow Cone	Year-round
Cinnamon Donut	Fall
Sweet Potato Fries	Fall
Pumpkin Pie	Year-round
Gingerbread Cookie	Winter
Hot Cider	Winter
Eggnog	Winter
Grasshopper Pie	Spring
Marshmallow Bunny	Spring
Fruit Punch	Year-round

New Traits

One of the final choices in Create a Sim is to assign your Sim up to five different traits. These are the most important choices in Create a Sim because they can greatly affect your Sim's Lifetime Wish (the culminating dream of their life), can sway performance at work or at skill development, and influence how a Sim interacts with others.



Sims that Love the Heat enjoy warm weather and can stay out longer before getting sunburnt.

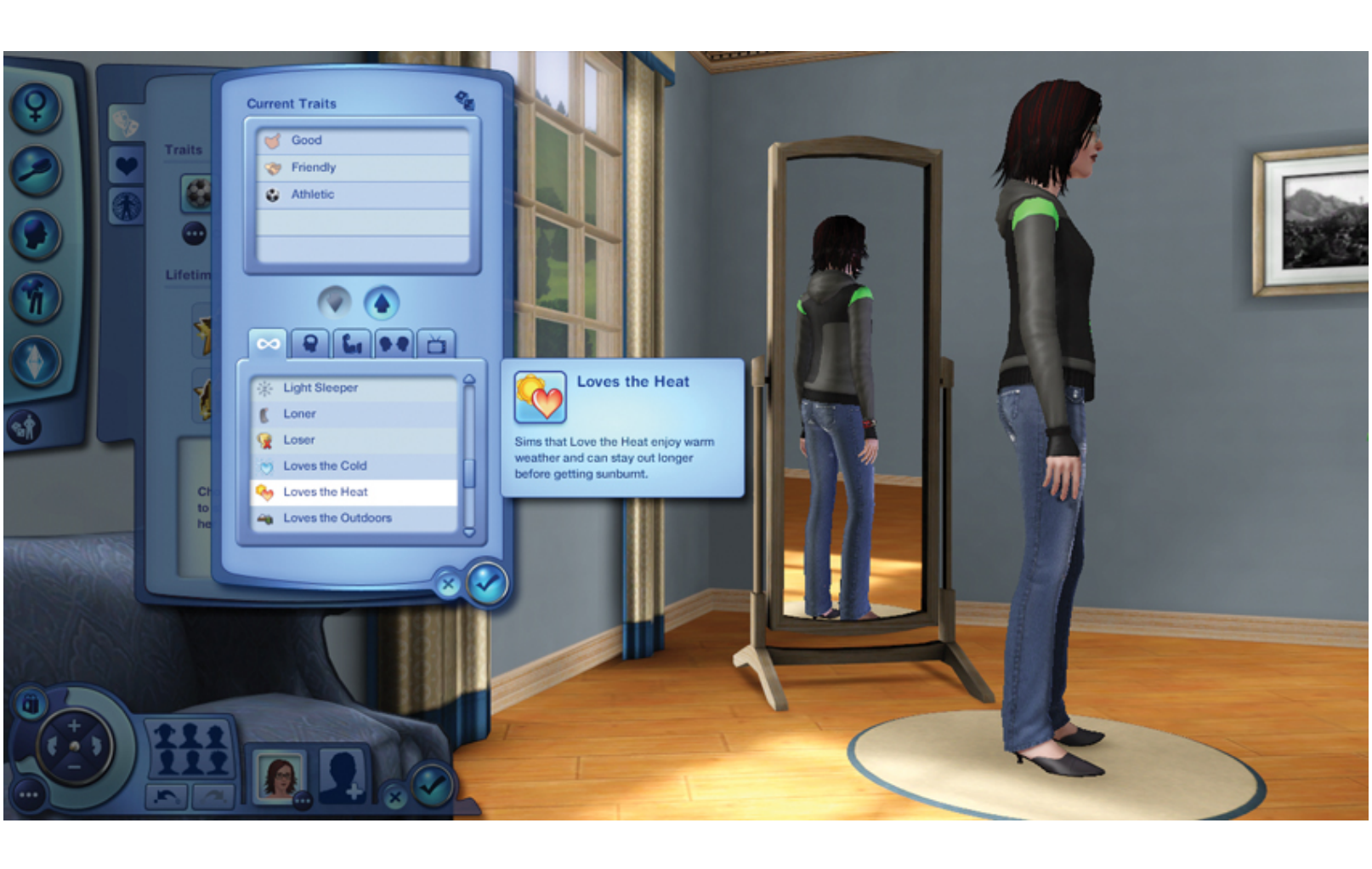
There are 63 possible traits to choose from in The Sims 3 base game, with more added if you have other expansion packs installed. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky. They range from positive to negative, with a handful of relatively neutral traits somewhere in the middle. Because these five traits not only make up the core of your Sim's personality but also affect what Lifetime Wishes are offered to them, consider how they might factor into the kind of life you'd like to live.

Caution

Focusing on a set of traits to support a career or new skill is great for that particular goal, but it comes at a cost. Your Sims are defined more by what they do rather than who they are.

There are two new traits in Seasons, both related to the weather:

Loves the Heat

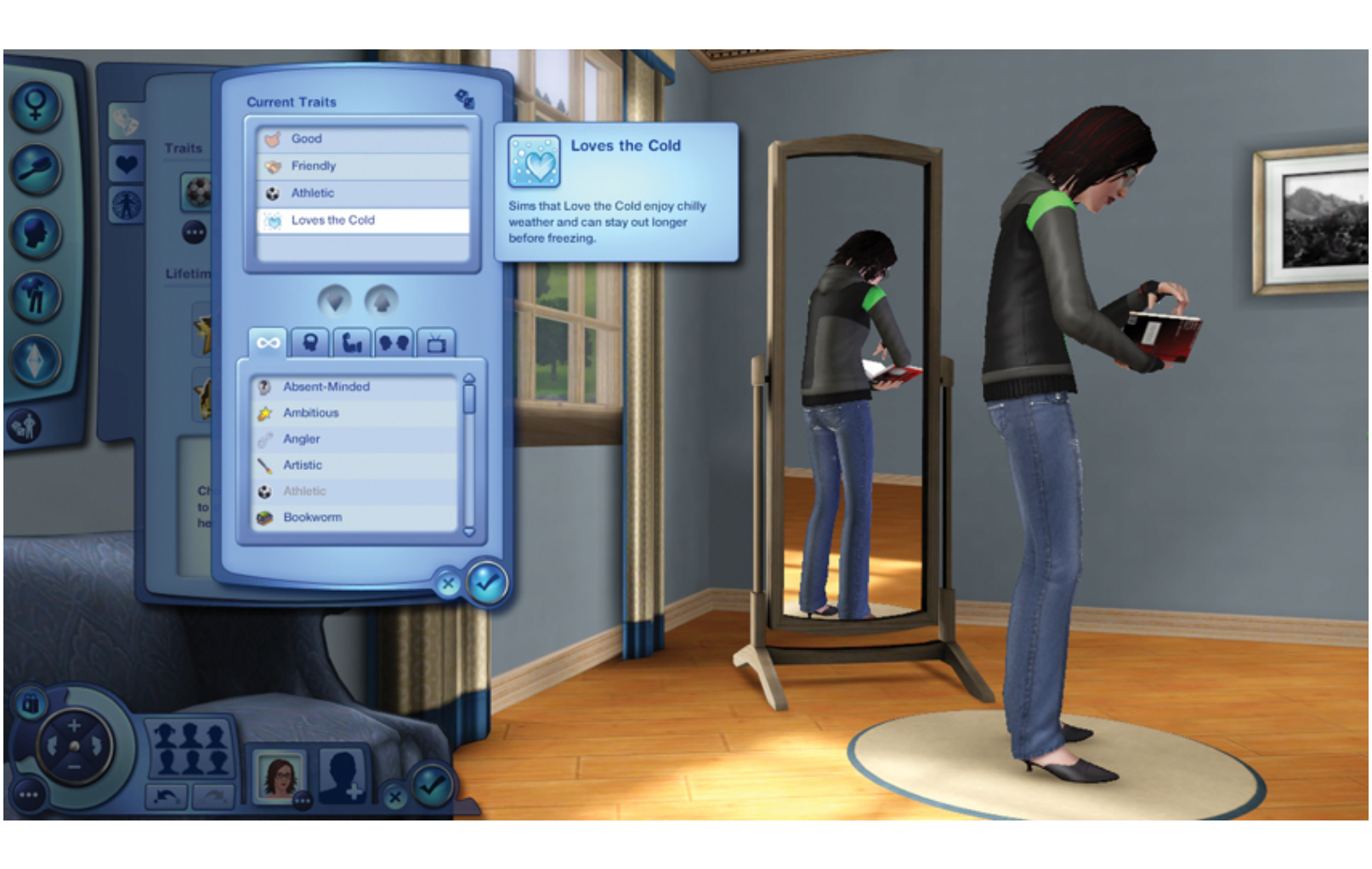


Sims that Love the Heat enjoy warm weather and can stay out longer before getting sunburnt.

Sims with this trait can stay outside in the heat much longer before getting sunburnt... or worse! (That worse, by the way, is spontaneous combustion.) Sims with this trait can get more out of the warmer seasons because they can stay out longer without becoming uncomfortable. If you want to spend more time at festivals, on the beach, next to the pool... this is a great trait to have.

When a Sim has the Loves the Heat trait, they do not receive the Getting Warm and Sweating Profusely moodlets. Instead, they get Pleasantly Warm and Starting to Sweat.

Loves the Cold



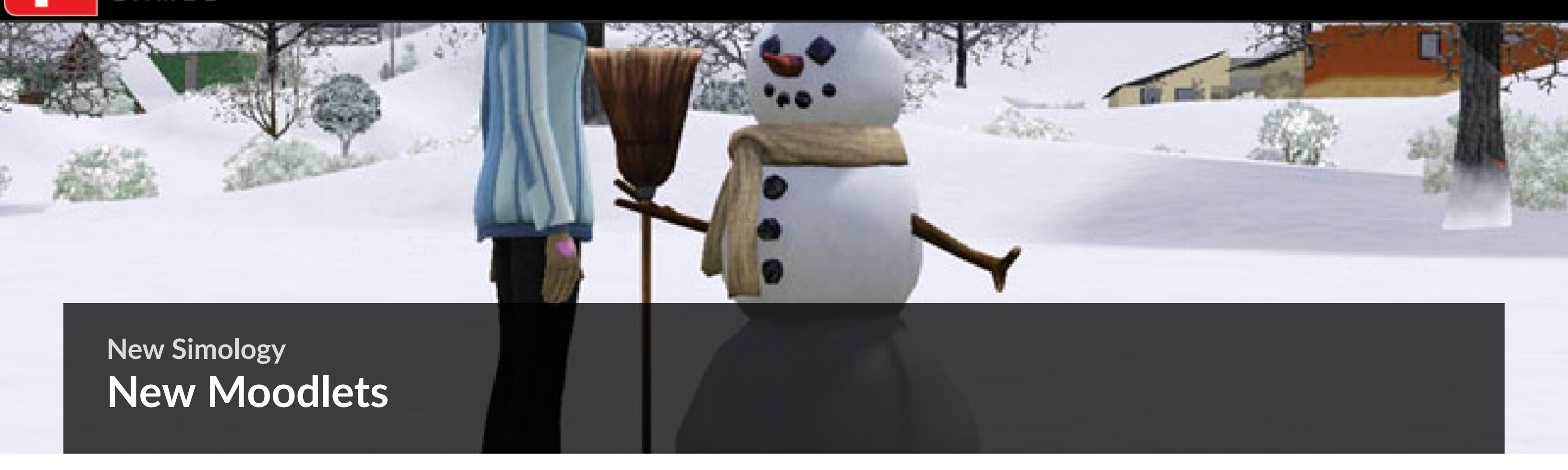
Sims that Love the Cold enjoy chilly weather and can stay out longer before freezing.

Sims who Love the Cold enjoy chilly weather and can stay out longer before freezing. If you are interested in pursuing winter activities and sports, such as playing in the snow or snowboarding, this is an extremely useful trait. As you'll see in the temperature section of the Seasons chapter, it is indeed possible to freeze if you stay out in the extreme cold for too long. Other Sims can rescue frozen folks, but Sims can actually perish from being out in the cold for too long, so watch out!

Sims with this trait do not get the Getting Chilly and Teeth Chattering moodlets. Instead, they receive Pleasantly Chilly and Starting to Shiver, respectively.

Brownie Bites

There are no new Lifetime Wishes in Seasons. However, there are new features in this expansion that can help you pursue the existing wishes. We'll call those out in the Seasons chapter, such as how the new pumpkins can help you pursue The Perfect Garden Lifetime Wish. And the all-new alien Sim, which has an inherent Logic and Handiness boost, will go along way toward achieving the Tinkerer Lifetime Wish.

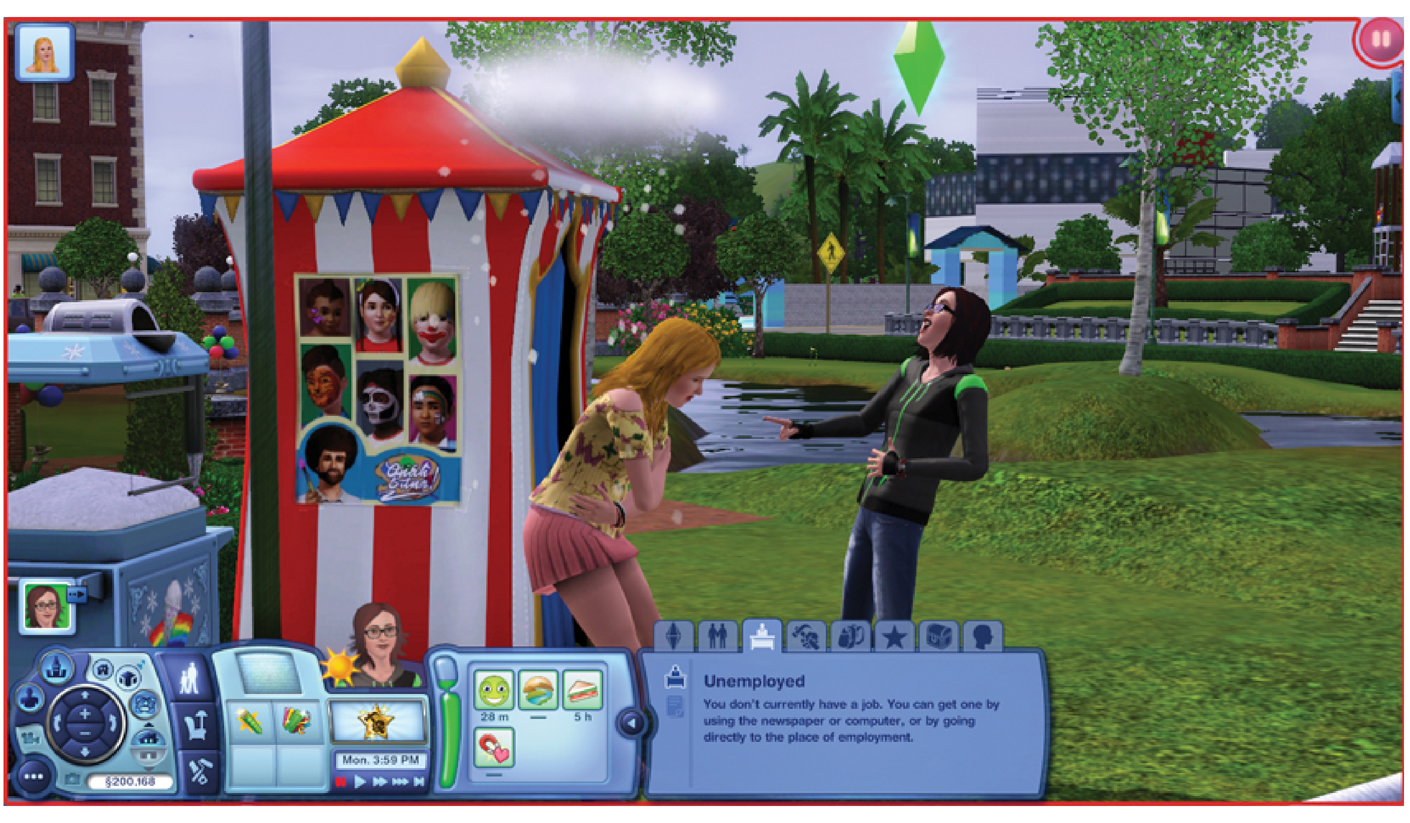


New Simology

New Moodlets

New Moodlets

The quick-glance measurement of a Sim's current happiness—or lack thereof—is mood. Mood is displayed in the Mood meter that occupies the bottom-center of the screen, right next to the portrait of the active Sim. The Mood meter is shaped like an upside-down exclamation point. Good mood is represented by green. As the Sim dips toward neutral or tense feelings, the meter turns yellow. When the meter displays red, your Sim is seriously bummed or agitated about something going on in their life or the world around them. You must pay immediate attention to the Sim and rectify whatever situation or interaction is upsetting them or else mood will tank out, and you not only won't bank Lifetime Happiness points, but you also risk spoiling opportunities and relationships.

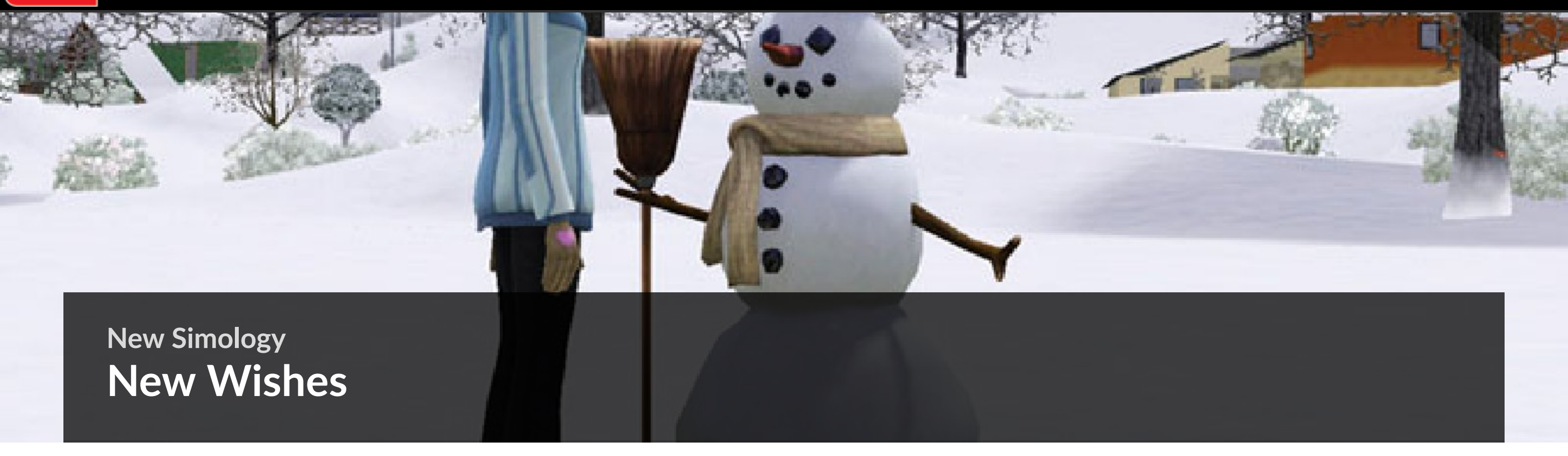


Unemployed

You don't currently have a job. You can get one by using the newspaper or computer, or by going directly to the place of employment.

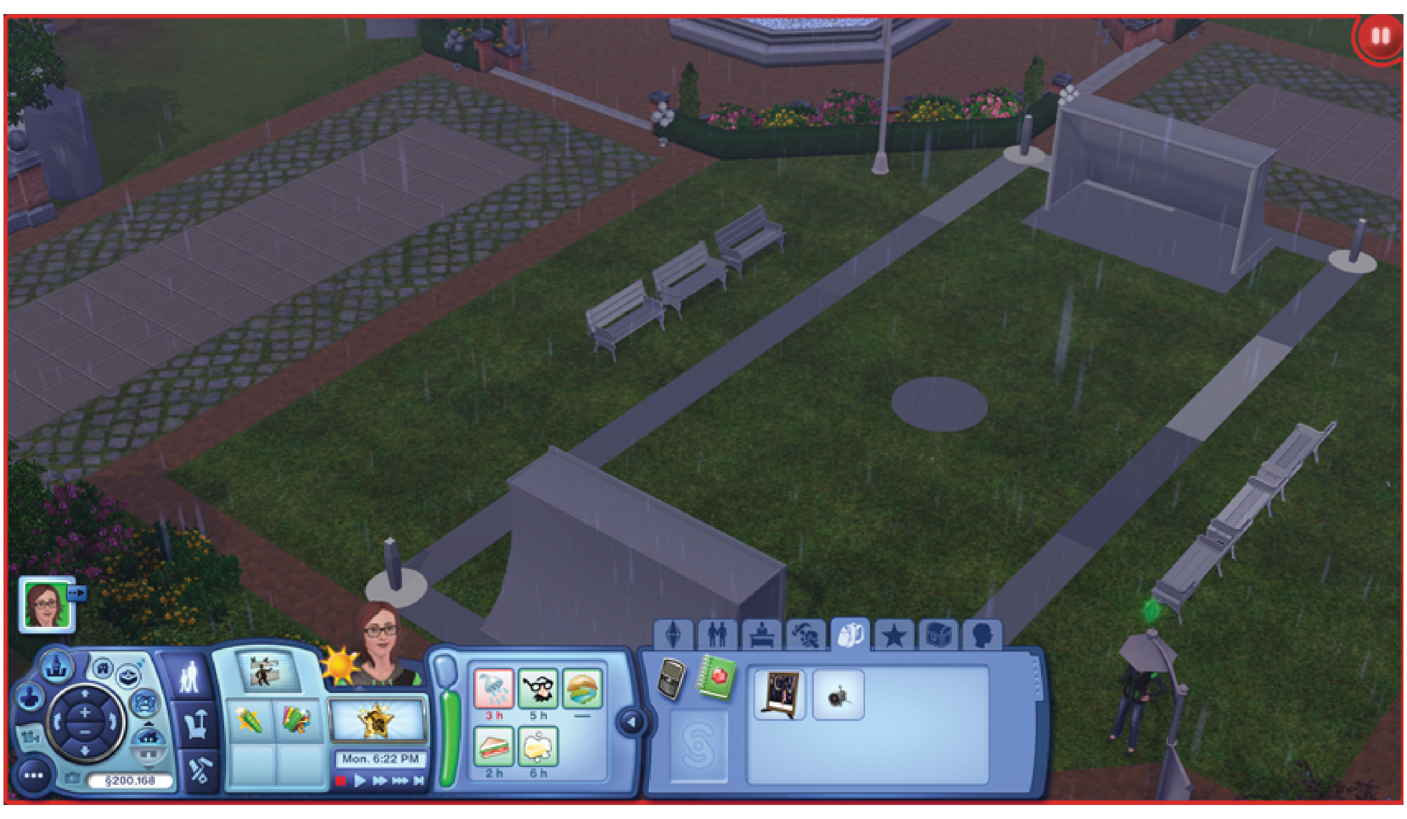
Because moodlets contribute to your Sim's overall mood, you need to pay close and constant attention to the Moodlet panel. Moodlets are the fleeting bits of emotion that come and go with the flow of time as well as the presence of external influences. Some negative moodlets require direct attention. Others, especially the positive moodlets, should be enjoyed and whenever possible maintained so you can extend or at least maximize their benefits. Neutral moodlets often act as indicators, such as hints as to hunger level. A neutral moodlet left unattended will sometimes devolve into a negative moodlet, which in turn spoils the day. Keeping an eye on neutral moodlets is an enormous time-saver, because having to redirect activity to negate a negative moodlet can absorb multiple hours... and often some Simoleons!

Moodlet	Effect	Duration	Description
Abducted!	-10	10 hr	Sim cannot help but feel a little... probed. What happened up there?
Allergy Haze	-10	2 days	Oof. What's the pollen count today? Sim is really feeling those allergies.
Anniversary Time	10	20 hrs	Wow. Hard to believe another year has come and gone. Where does the time go?
Attacked by the Mummy	5	3 hr	Wow, that mummy takes his job very seriously. It'll take a little while for the Sim to shake that off.
Attractive Company	10	Variable	Ooh la la! Sim has found a hot Sim to get to know better.
Being Boosted	0	1 hr	Sim isn't exactly sure why, but it just feels like something's giving him a little extra boost right now!
Being Drained	0	1 hr	Sim doesn't know what it is, but something is just dragging her down right now. Everything just feels a little bit harder than it should be.
Bewitching Rain	5	3 hr	This magical rain compels Sims to move in strange ways. It does not soak the skin, yet it does cleanse the soul.
Blizzard	10	30 min	Yes! That was the best snow cone that has ever been made. Sim feels ready to grab life by the throat and throttle every last bit of fun out of it.
Boosting Another	0	1 hr	Sim is bio-boosting another. How long will she be able to keep it up?
Brain Freeze	-10	1 hr	Oh! Maybe I shouldn't have eaten that so quickly.
Brain Fried	-50	1 hr	Hard to... concentrate. Brain... so fuzzy. Sim's thinker got zapped pretty good by aliens. The effects should wear off after a little while.
Brushed with Zombie Fingers	5	3 hr	Being brushed by any uninvited fingers is an unpleasant sensation, but there's something about the clammy touch of zombie fingers.
Burning Loins	5	3 hr	You can't argue with the Love Tester, especially when it confirms everything you already knew about yourself. Now for the Sim to share this newfound confidence with someone special.
Cheery Cherry	10	30 min	Cherry snow cones just make life seem friendlier! Sim is feeling a little more charismatic after enjoying that tasty treat.
Cursed by the Witch	0	3 hr	Whoa! Sim has heard of haunted houses, but this is ridiculous. (Temporarily turns Sim into a ghost.)
Discolored Tan	-5	6 hr	Sim thought she might looks good with a little color, just not one of the colors of the rainbow.
Draining Another	0	1 hr	Sim is bio-draining some much needed energy from another Sim. One sneaky alien!
Eclipsing Fog	5	3 hr	Ahh... the Weather Stone has provided a nice, chilling fog for vampires to relax in. It is so much more comfortable than the burning of the cursed daystar.
Egg-cellent Find!	20	3 hr	Sim would have settled for one of those little chocolate eggs, but this decorative egg is way better.
Feeling Festive	20	3 hr	Mmm... certain flavors instantly put Sim in the spirit of the season, and the sweet spiciness of eggnog definitely makes that list.
Festival Aficionado	10	Variable	Fun activities, tasty treats, the community coming together—no matter when it's held or what it celebrates, Sim loves a good festival.
Frostbitten	-10	3 hr	Brrr! It is now officially cold. If Sim doesn't warm up soon, she'll be positively frozen.
Frosty Face	-5	1 hr	As a reward for her unconventional approach to snow angels, Sim earned a faceful of numb.
Frozen Loins	-5	3 hr	Wow, that machine did not give Sim any confidence. That's okay. Eating an entire sheet cake alone in your bedroom is just as good as romance, right?
Germy	-10	2 days	Sim is feeling a bit more contagious than usual. It might be a good idea to stay indoors and keep war. Other Sims don't want those germs.
Getting Chilly	0	Variable	The air has a bit of a bite to it! Sim is starting to feel the first trickles of chill.
Getting Warm	0	Variable	A little heat never hurts!
Gleeful Grape	10	30 min	Grape, better known as purple-flavor, never fails to impress. Everything just seems a little more amazing!
Gnightmare	-20	8 hr	Gah! The combination of Evil Gnome + appearing suddenly + next to my bed was simply too much! Gnightmares tonight!
Got Kissed at a Kissing Booth	30	8 hr	Sim feels pretty good because that money went to a good cause. Namely, getting her big, fat smooch!
Had a Space Adventure!	10	5 hr	Vrrrrmmm! Pew pew pew! Shields up! Is there anything more exciting than zipping through space in a real UFO?
Haunted	5	3 hr	The house isn't the only thing haunted! The memeories of the harrowing experience will be with the Sim for a while.
Holiday Cheer	10	Variable	Sim is feeling the spirit of the season!
Hunter's Storm	5	3 hr	A werewolf who seeks collectibles in the Hunter's Storm is fated to find the rarest of treasures.
In Your Face	5	3 hr	Rubbing in a victory is all part of the friendly competition. Winning may not be everything, but it sure feels nice.
Invader!	10	5 hr	Mwah-ha-haaaa! Did you see those Sims scatter when they saw a UFO? What a blast.
Kissed Under Mistletoe	20	4 hr	Let's be honest.Whoever came up with the "this plant means you kiss me" tradition was a genius.
Laidback Lemon	10	30 min	Ahh... what is it about the cool tang of a lemon snow cone that seems to make all the stress just melt away?
Lucky Lime	10	30 min	It might just be superstition, but most Sims believe that having a green tongue is sure to bring you luck!
Mental Servitude	-5	6 hr	Must... serve... the alien...
Mentally Ravenous	-50	Variable	Brain... burning! Must... meditate! Regain precious, precious brain energy!
Mind Static	0	Variable	Weird. All of the sudden, Sim's brain just started buzzing.It's really distracting. Whatever's causing this, get away from it!
One Sim Army	10	3 hr	Your Sim just won a contest against multiple opponents!
Oversaturated	-5	6 hr	There's "golden tan" and there's "turkey that was left in the oven for four days. Sim is the latter.
Pleasantly Chilly	10	Variable	Fun in the sun is great and all, but there's a certain satisfaction that comes when everything feels nice and cool.
Pleasantly Warm	10	Variable	Playing in the snow can be awesome, but it's hard to beat that cozy feeling you get when your body feels just a little warm inside and out.
Polar Bear Club	15	5 hr	Swimming in icy waters has earned Sim an honorary membership to the Polar Bear Club! Members have shown a strong immunity to the cold.
Rain Dance	10	3 hr	Sim cannot say why, but suddenly.... She must dance! (Occurs during rain.)
Raspberry Romance	10	30 min	When the sun is high in the sky, the flowers are blooming, and there's a raspberry cone in hand, a Sim cannot help but think of love.
Restoration Required	-40	Variable	It's getting hard to concentrate. Sim definitely needs to take a break and restore brain energy.
Reviving Sprinkle	5	3 hrs	This rejuvenating cascade of flowers brings life back to the land. Dead flowers will spring forth with a new vitality and weeds will shrivel up and vanish.
Smalltalked	10	3 hr	Yes, there is weather. And how about those current event? Those are going on. You follow the sports team? Small talk might not be great fuel for the mind, but it does help break the ice.
Spooky Time	10	Variable	Spooky Day is a time for both tricks and treats!
Spring Fling	10	Variable	Spring is the season of renewal, and it's only natural for a Sim's attentions to turn to romance. It's in the air. Don't try to fight it!
Starting to Shiver	-5	Variable	At a certain point, "cool" becomes "cold" and the body begins to react. What's next? Chattering teeth?
Starting to Sweat	-5	Variable	It's very important that the Sim not start to think about how insanely bizarre and gross the process of sweating is. Just let the body do its thing to cool down.
Sucked into the 4th Dimension	5	3 hr	It never fails. You go in for a simple trip through the haunted house and you wind up hurled into a nether-realm of ghost and flame.
Sugar Buzz	5	3 hr	Whoa! All that candy is starting to go to the Sim's head. It might be time to dial it back a bit.
Summer Fun	10	Variable	Summer is only a precious few months out of the year. Sims want to go outside and make the most out of it!
Sunburnt	-10	12 hr	Getting a sunburn isn't so bad, aside from the pain and the incredible itching that you can't scratch because of the pain. Also the flaking. Having a sunburn sucks.
Suntanned	10	1 day	There's a delicate balance, but when the Sim gets a spray tan or stays in the sun just long enough (but not too long), they are rewarded with bronzed skin.
Sweating Profusely	-10	Variable	Whoof! It's a sauna right now. Sim is sweating like a snake at a bake sale, or one of those snappy colloquialisms. Head inside if you don't want to get burnt even worse.
Teeth Chattering	-10	Variable	Well, the Sim can't claim they didn't see this coming. Sim is so cold they literally cannot stop their teeth from chattering. Put on some warm clothes and head inside.
Tooth Ache	-5	3 hr	Ow! Ow. Too much candy... way too much candy. Never again. Sim swears that was their last candy binge.
Touched by a Ghost	5	3 hr	Unlike angels, ghosts have a nasty touch that is cold and deep. When those icy fingers phased through the skin on her arm, it felt like her bones were on fire.
Uneven Tan	-5	6 hr	Sim received a completely uneven tan from the Tanning Booth.
Unexpected Weight Gain	-5	2 day	Whoa. Were Sim's clothes always this tight? Is it time to hit the gym? Man, those extra few pounds really sneak up on you.
Winner!	25	8 hr	Sims never tire of the thrill of victory.



New Wishes

As soon as your Sims arrive in town, they start expressing wishes to you via the Wish panel at the bottom of the screen. In addition to their Lifetime Wish, which you selected in Create a Sim, Sims can have up to four active wishes at a time. When a Sim has a new wish, it appears in the arched bubble on top of the Wish Panel. Multiple wishes can stack up in that arched area, so use the arrows on either side to scroll through them and see what the active Sim desires at that given moment.



To promise a wish and add it to your Sim's active wishes, left-click on the wish. To deny a wish, right-click on it. There is no punishment for denying a wish. A Sim will just forget about it—there are no grudges for canning a Gardening class wish or whatever. However, dismissing a wish doesn't necessarily mean a new wish will immediately take its place. You may have to wait a while before your Sim conceives of a new wish. Exploring town or mingling with other Sims often encourages your Sim to develop new wishes, so if you need to nudge your Sim, get out there!

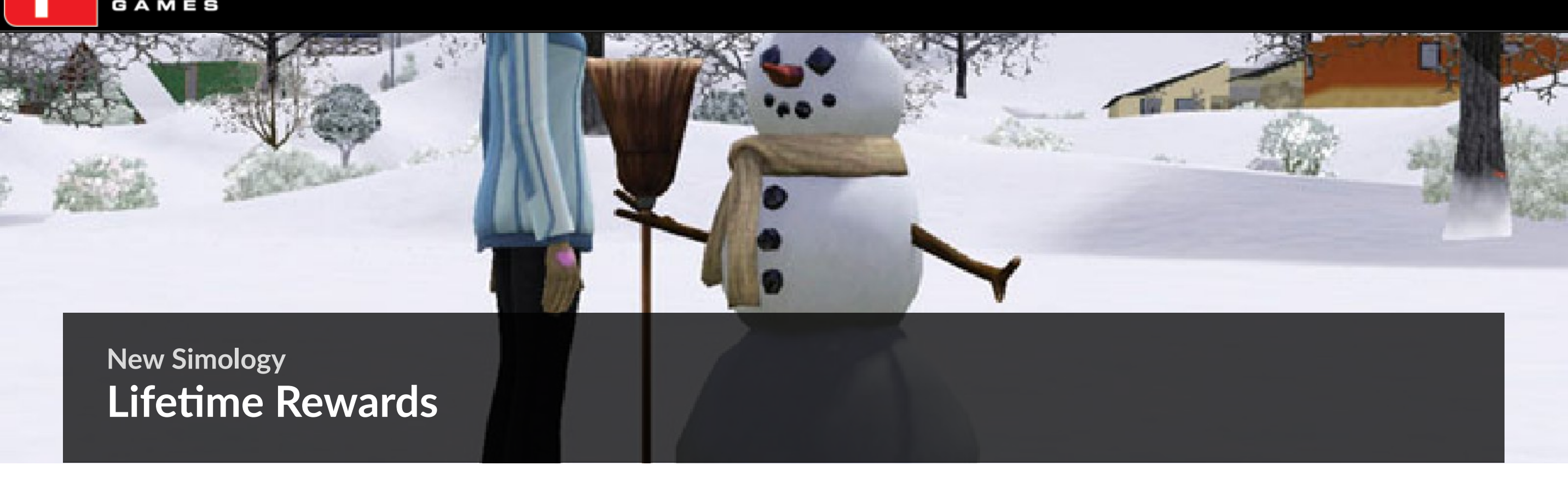
Caution

You cannot undo a wish denial, so think before you right-click on that little dream.

Wishes are not universal across age groups. Sims of differing ages will want different things. A child will never have a desire to join a specific career track, but instead want to be talked to, played with, or receive a new object like a toy. Teen Sims start to mingle wishes with young adult and adult Sims, although you will see slight variations on wishes—many are socially oriented, too. Because Sims can undergo personality changes as they age, some wishes do not survive the move between age groups. For example, the desire to have a baby will disappear when your adult Sim moves into the elder age bracket.

To learn more about a wish, just move the cursor on top of it. The full details of the wish appear in a box. The box explains what the wish is, what needs to happen to fulfill the wish (you can sometimes get hints here), and how many Lifetime Happiness points the wish is worth once fulfilled. Wishes with loftier or more time-consuming goals are commonly worth more Lifetime Happiness points.

Wish
Abduct Sim
Alien Repair [Specific Object]
Attempt to Communicate with an Alien
Attract a Sim
Befriend an Alien
Bob for Apples
Boost a Sim
Brave the Haunted House
Browse Profiles Online
Build X Snowmen
Build a Snowman
Build a Snowman with Sim
Build an Igloo
Build an Igloo with Sim
Burn Leaf Pile
Buy a Snowboard Half-pipe
Buy Apple Bobbing Tank
Buy Dr. F's Climatron Control Unit
Buy Face Painting Booth
Buy Fireworks
Buy Food from a Festival Stand
Buy Horseshoe Court
Buy Hot Dog Eating Booth
Buy Pie Eating Booth
Buy Pool Lounger
Buy Scarecrow
Call in Sick
Carve a Pumpkin
Celebrate X Year Wedding Anniversary
Celebrate X Year Work Anniversary
Challenge Sim to Apple Bobbing Contest
Challenge Sim to Hot Dog Eating Contest
Challenge Sim to Pie Eating Contest
Check Messages Online
Check Weather
Collect X Festival Tickets
Collect X Wildflowers
Collect a Wildflower
Collect Some Festival Tickets
Consume a Space Rock
Cool Down
Create [specific weather]
Create a Storm with the UFO
Create Online Profile
Dance at the Spring Festival
Dance at the Spring Festival with Sim
Destroy a Snow Angel
Destroy a Snowman
Dive Off a Diving Board
Do a Spin
Do a Spin with Sim
Do X Snowboard Tricks
Do Snowboard Trick
Drain Sim
Eat [specific food]
Eat X Hot Dogs
Eat X Servings of Pie
Enter Hot Dog Eating Contest
Enter Pie Eating Contest
Find a Fancy Egg
Freeze Sim
Get a X Bonus
Get a Flu Shot
Get a Kiss at Kissing Booth
Get an Allergy Shot
Get a Spray Tan
Get Family Holiday Picture Taken
Go Ice Skating
Go Ice Skating on a Pond
Go Ice Skating with a Sim
Go on an Egg Hunt
Go out in the Hail
Go out in the Rain
Go out in the Snow
Go Trick or Treating
Grow a Pumpkin
Hang Holiday House Lights
Have a Snowball Fight
Have a Water Balloon Fight
Have Face Painted
Invade Community Lot
Lounge in the Pool
Make a Snow Angel
Meet an Attractive Sim
Meet Someone Online
Modify Online Profile
Open Presents
Play in Leaf Pile
Probe Sim
Put Up House Lights
Rake a Leaf Pile
Redeem Festival Tickets
See an Alien
Send a Love Letter to Sim
Slow Dance with Sim
Snowboard
Stomp a Pumpkin
Swim in the Ocean
Swim in Ocean During Winter
Take Seasonal Photos
Talk about the Weather
Throw a Costume Party
Throw a Feast Party
Throw a Gift-Giving Party
Throw a Pool Party
Travel to Space
Upgrade UFO: Laser Cannons
Upgrade UFO: Space Travel
Visit Fall Festival
Visit Spring Festival
Visit Summer Festival
Visit Winter Festival
Warm Up
Watch Scarecrow
Watch Snowboarding
Watch Weather Channel
Win an Egg Hunt
Win Apple Bobbing Contest
Win Hot Dog Eating Contest
Win Pie Eating Contest
Win X Water Arena Matches
Win a Snowball Fight in a Water Arena
Win a Water Balloon Fight in a Water Arena
WooHoo in an Igloo
WooHoo in Leaf Pile
WooHoo with an Alien



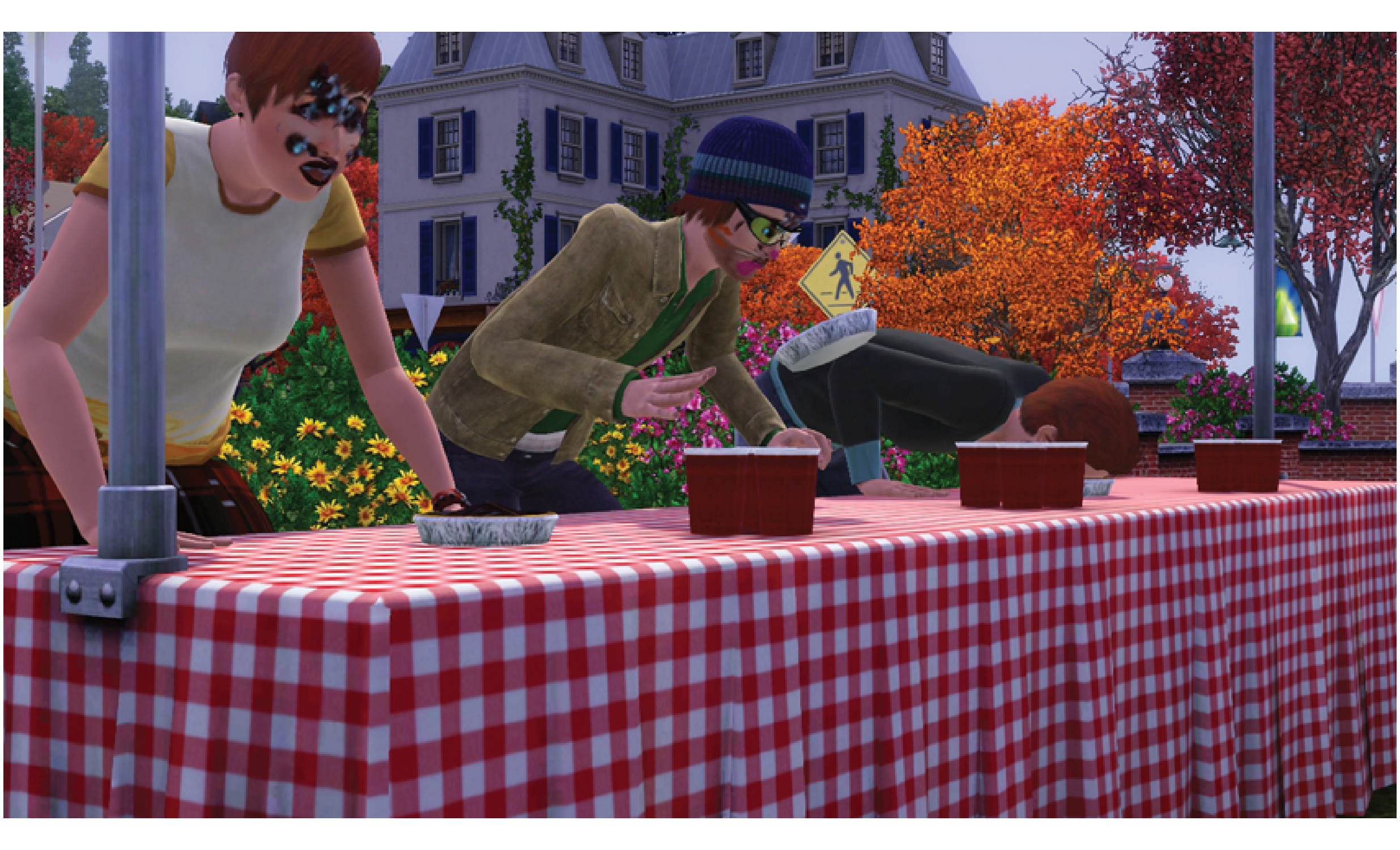
New Simology

Lifetime Rewards

Lifetime Rewards

When you max your mood into the bubble at the top of the Mood meter, you begin accumulating Lifetime Happiness points. Lifetime Happiness points are also earned by fulfilling wishes. Lifetime Happiness points are a precious commodity indeed, as they are then traded in for Lifetime Rewards, which are a series of special skills, traits, and objects with unique properties. Gather as many Lifetime Happiness points as possible—this is a great way to measure to the progress of your Sim and see how well they are doing in life.

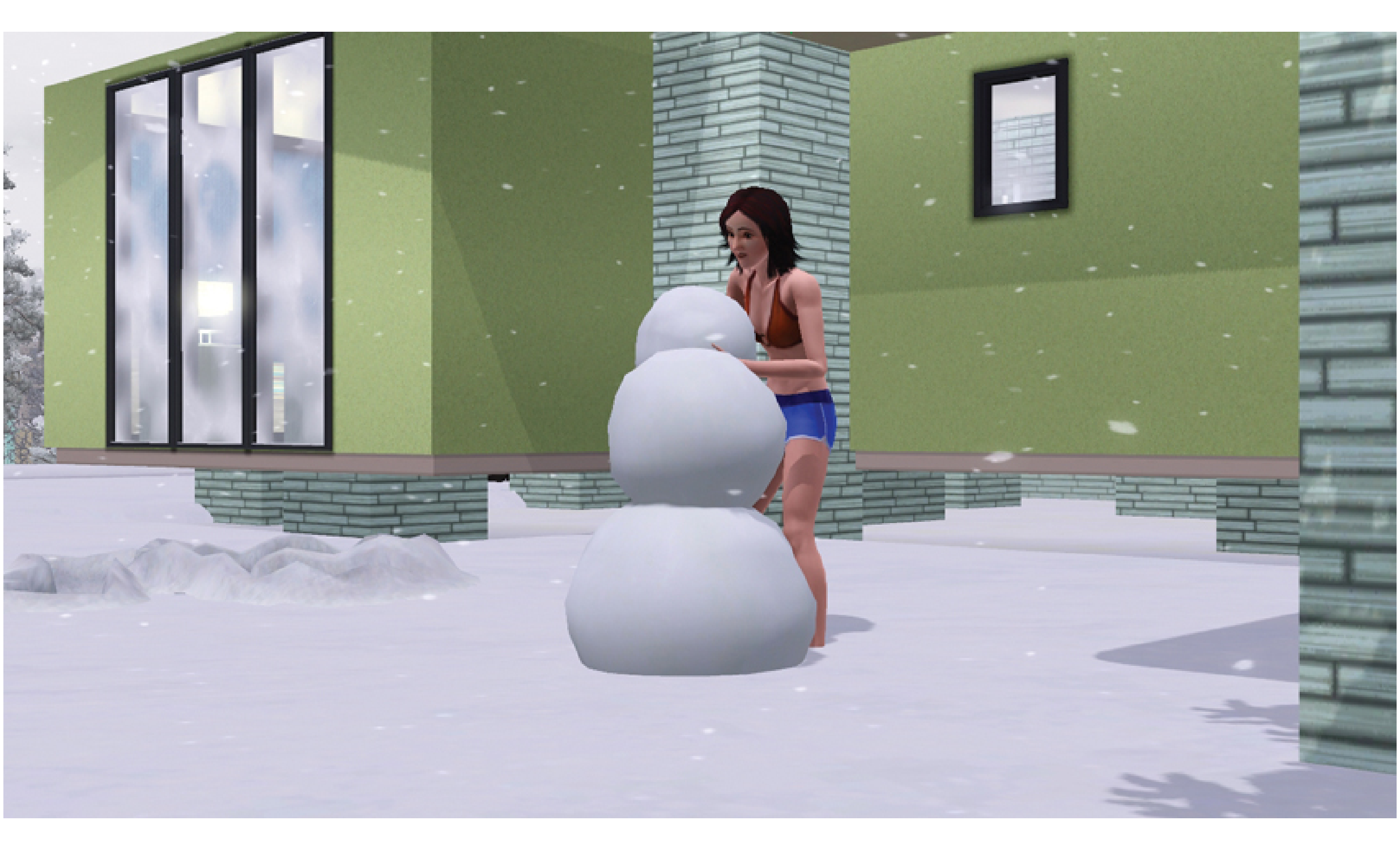
Competitive Eater



- Cost: 5,000
- Description: The bottomless pit in your Sim's stomach will help you gain an advantage over others in eating contests. Competitive Eaters will never feel nauseous or stuffed in these contests.

Entering an eating contest is a lot of fun and it pays out in tickets! But there are some drawback to stuffing your face in a race. Your Sim can not only become Stuffed, but also suffer the Nauseous moodlet following the contest, no matter if they win or lose. Well, not only does this reward prevent either of those uncomfortable moodlets from setting in, but your chances of winning an eating contest absolutely skyrocket just for possessing this reward.

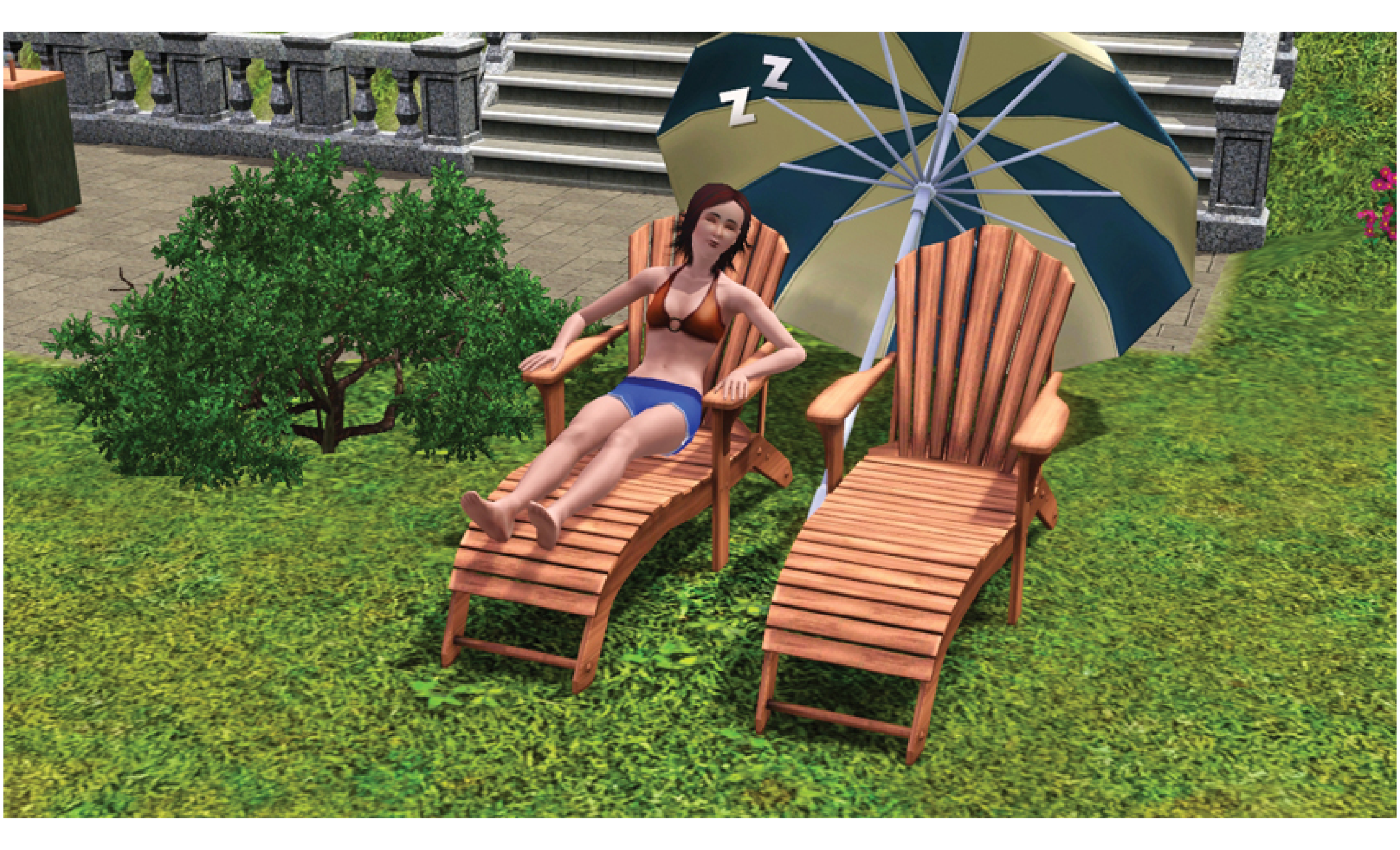
Immune to Cold



- Cost: 10,000
- Description: Sims immune to the cold will always stay pleasantly warm.

This reward is different than the Loves the Cold trait. Instead of slowing the negative effects of the cold, this reward outright negates them. You will not freeze or freeze to death once you purchase this reward. You can also go outside without outerwear and suffer no consequences.

Immune to Heat



- Cost: 10,000
- Description: Sims immune to heat can enjoy a nice tan without ever getting burnt.

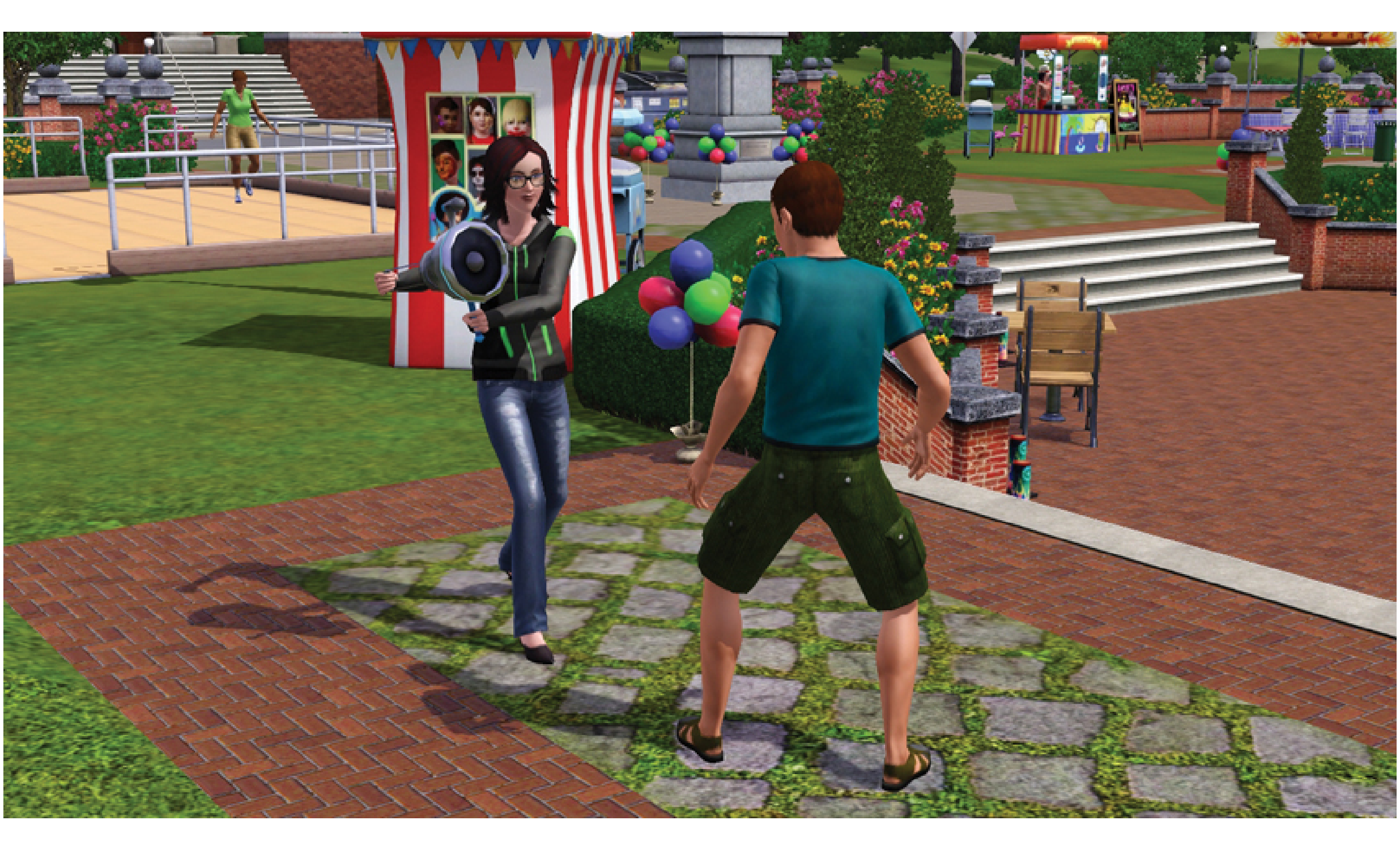
Like the Immune to Cold reward, this reward negates all of the nasty side effects of spending too much time in the sun. You will not get a sunburn, nor will your Sim ever spontaneously combust in extreme heat.

Festival Frequenter

- Cost: 5,000
- Description: Festival Frequenters know how to get more out of festivals. Your Sim will be able to earn more Festival Tickets and receive discounts on concession stands, face painting booths, and kissing booths.

If you love visiting the festivals, then this is a great reward to acquire. For one thing, your Sim receives the Festival Aficionado moodlet whenever they set foot on a festival lot. (This can help generate Lifetime Happiness points, allowing you to buy additional rewards!) But while at a festival, your Sim earns double Festival Tickets from games and activities. In addition, they also receive a nice discount at concession stands, face painting booths, kissing booths, and more. For festival-minded Sims, it's a no-brainer.

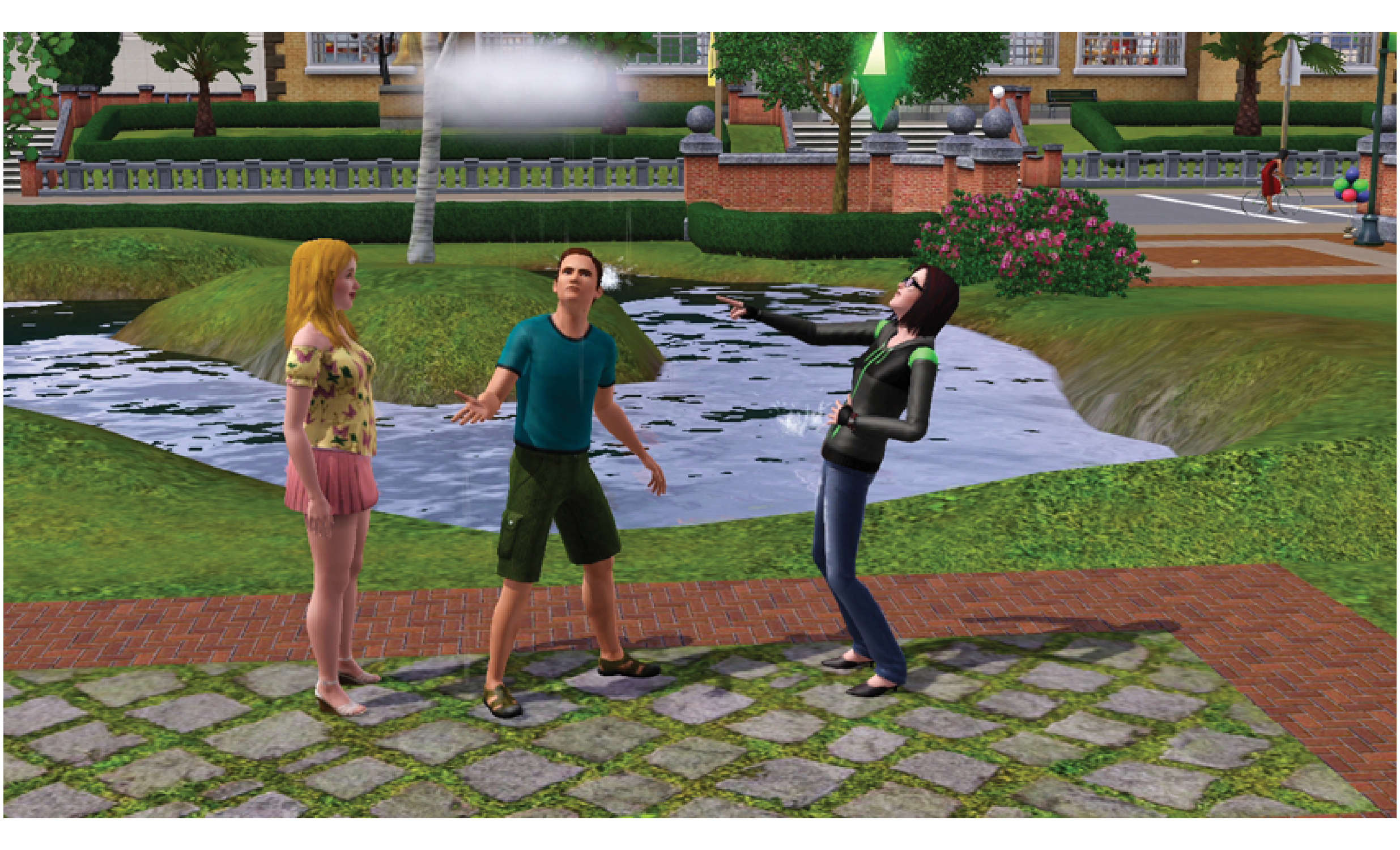
The Cloud-inator 9000



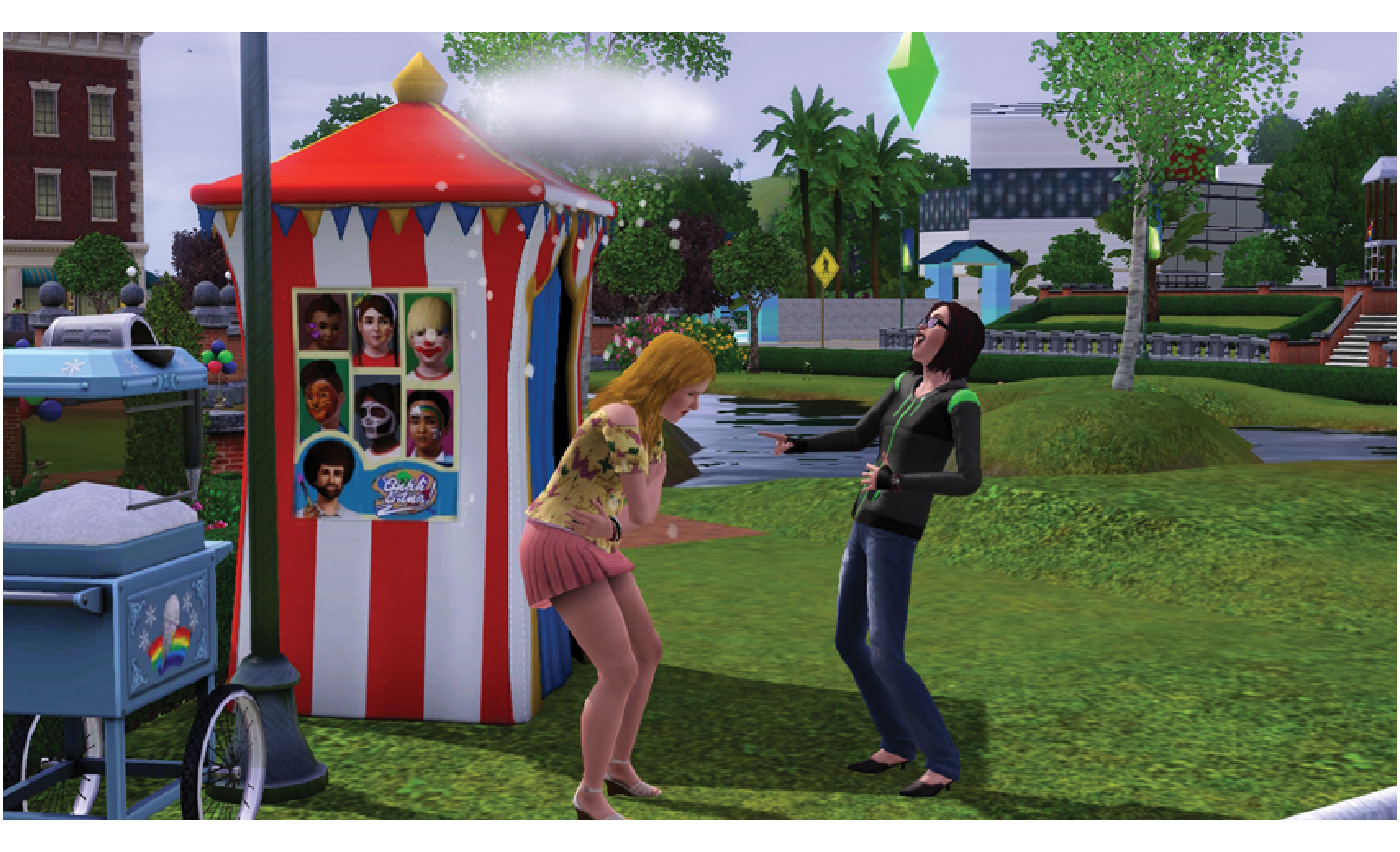
- Cost: 30,000
- Description: The Cloud-inator gives you nothing less than command of the weather (albeit in an extremely localized fashion). It's easy to operate: just point, shoot, and laugh in the face of nature.

This Lifetime Reward grants you the ability to project clouds over other Sims' heads. You have the option to give them a snow cloud or rain cloud halo, which can cause some pretty funny reactions.

To use this reward, your Sim must target a Sim that is currently not in a rain or snow storm—using the Cloud-inator then would just be redundant. Plus, the target Sim cannot be holding an umbrella. Once a Sim is targeted, the Cloud-inator 9000 releases a cloud that appears over the Sim's head. The Sim usually looks up and, once it dawns on them what's actually happening, they start to panic. This lasts for several minutes. During this time, the Sim with the Cloud-inator 9000 has their Fun need satisfied, while the target's Fun decays. This also negatively affects LTR between the two Sims.



If you fire a rain cloud, the targeted Sim gets the Soaked moodlet after they've attempted to outrun the shower. Puddles form around them. And then they just get that wet dog look on their face. Also, they cannot use an umbrella because they are too busy attempting to outrun a cloud.

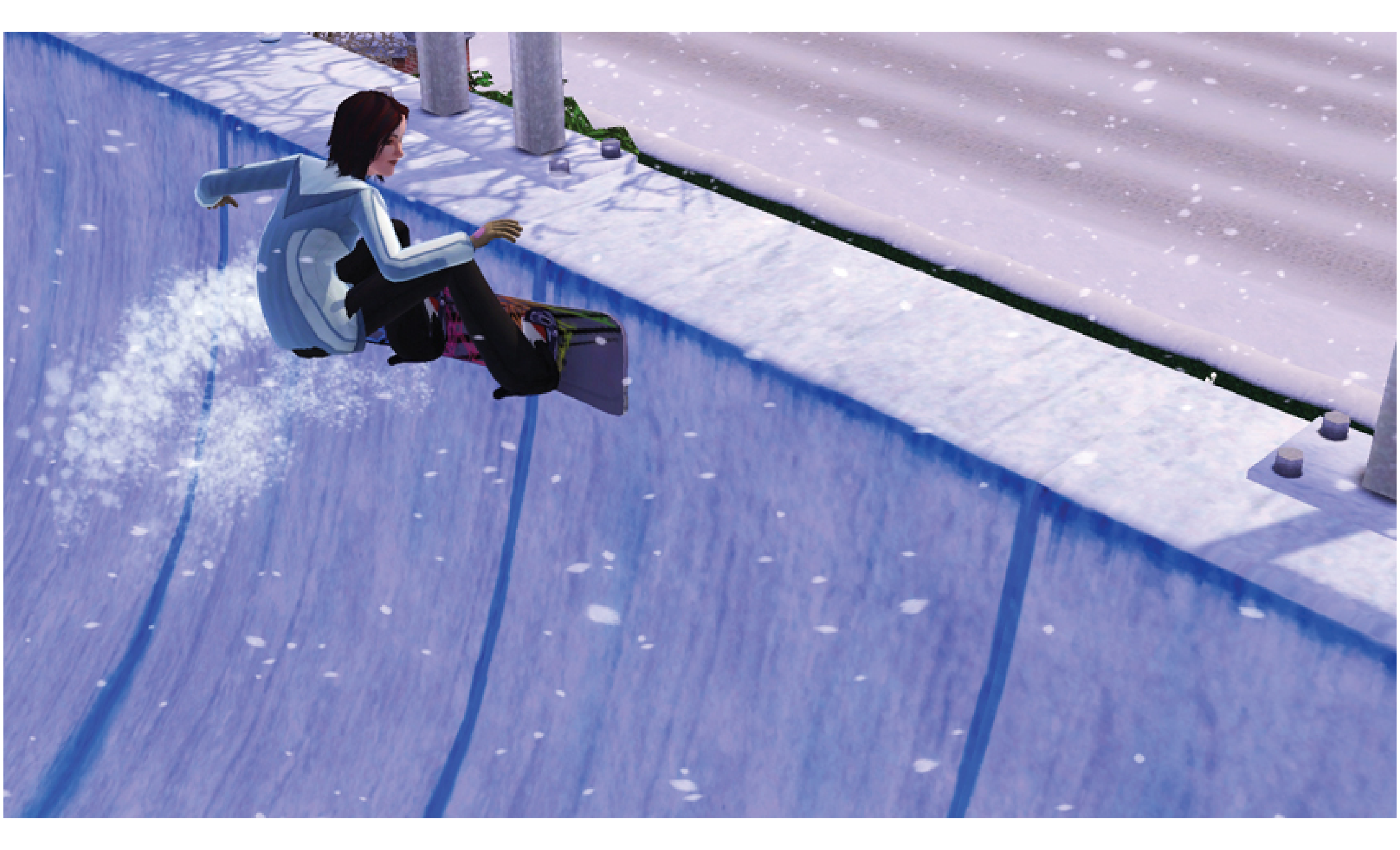


Should you opt for a snow cloud, the targeted Sim gets super-cold before starting their panic run. Now, snow does not accumulate under the Sim, but the snow cloud does tank their internal temperature. (However, not enough to actually freeze them.) Sims with the Loves the Cold trait actually like getting blasted by a snow cloud, though. They respond positively and do not suffer any Fun or LTR loss, although they do not get any positive moodlet out of the event.

The Cloud-inator 9000 works indoors and outdoors.

Now, there is a small chance that the Cloud-inator 9000 will backfire. If this occurs, a thundercloud appears over your Sims' head. They are zapped with lightning. This will electrocute them. If the Sim is already Singed, the lightning strike will actually knock them dead. Be careful and don't over-use the Cloud-inator 9000 too many times in a single day—you're tempting the fates!

All Weather Champion

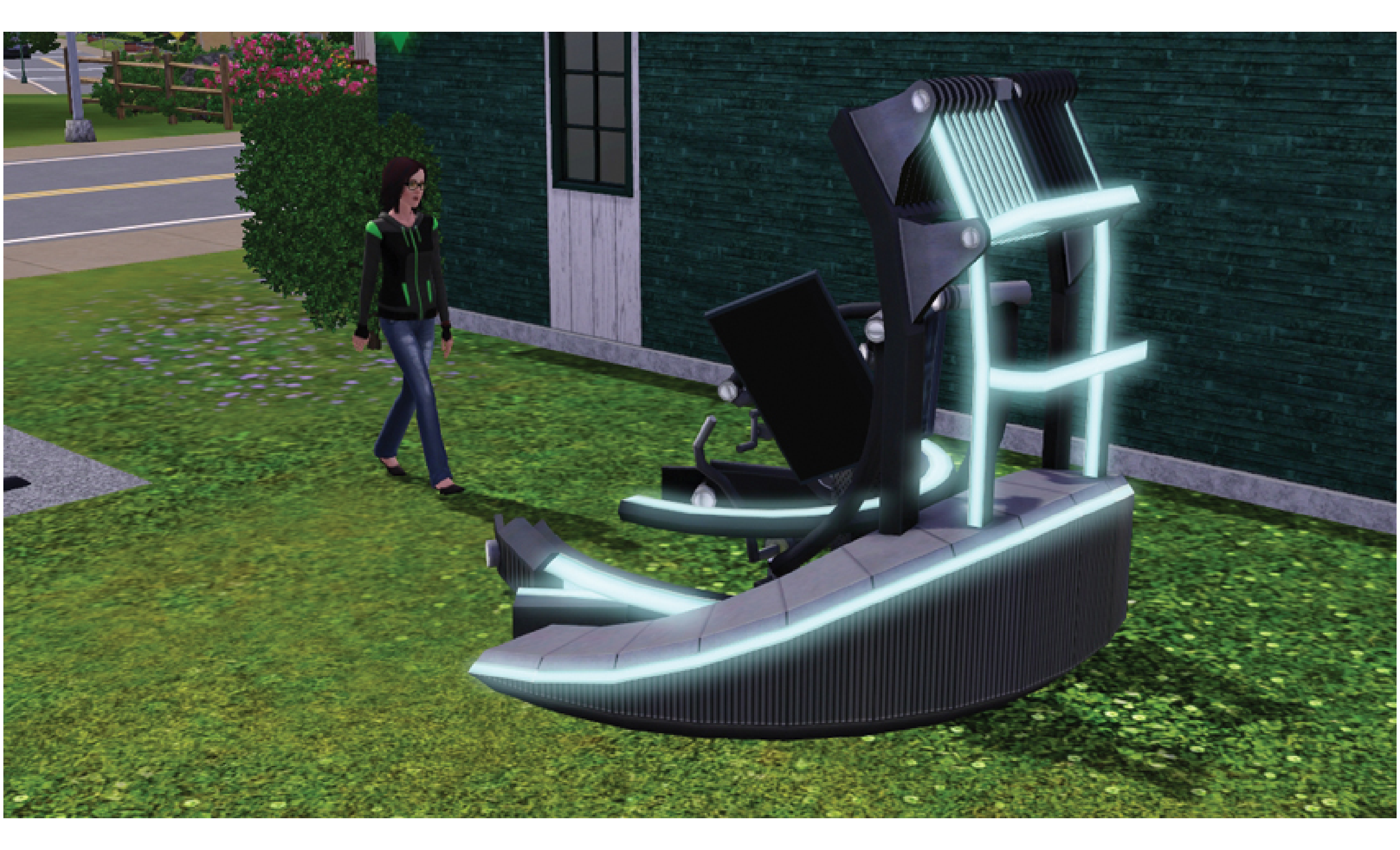


- Cost: 10,000
- Description: A champion for all seasons. Your Sim is naturally great at snowball and water balloon fight, has the ability of a world-class skater and snowboarder, and is proficient at building snowmen, snow angels, and igloos at an impressive rate.

This reward immediately maxes out the semi-hidden skills related to seasonal activities. Skating (ice and roller), snowboarding, water balloon/snowball fight—all are instantly filled. You will be an ace on the half-pipe, able to spin like a pro on the rink, and more. And though diving is not a skill in Seasons, this reward ensures that you nail every dive. No awkward splashes.

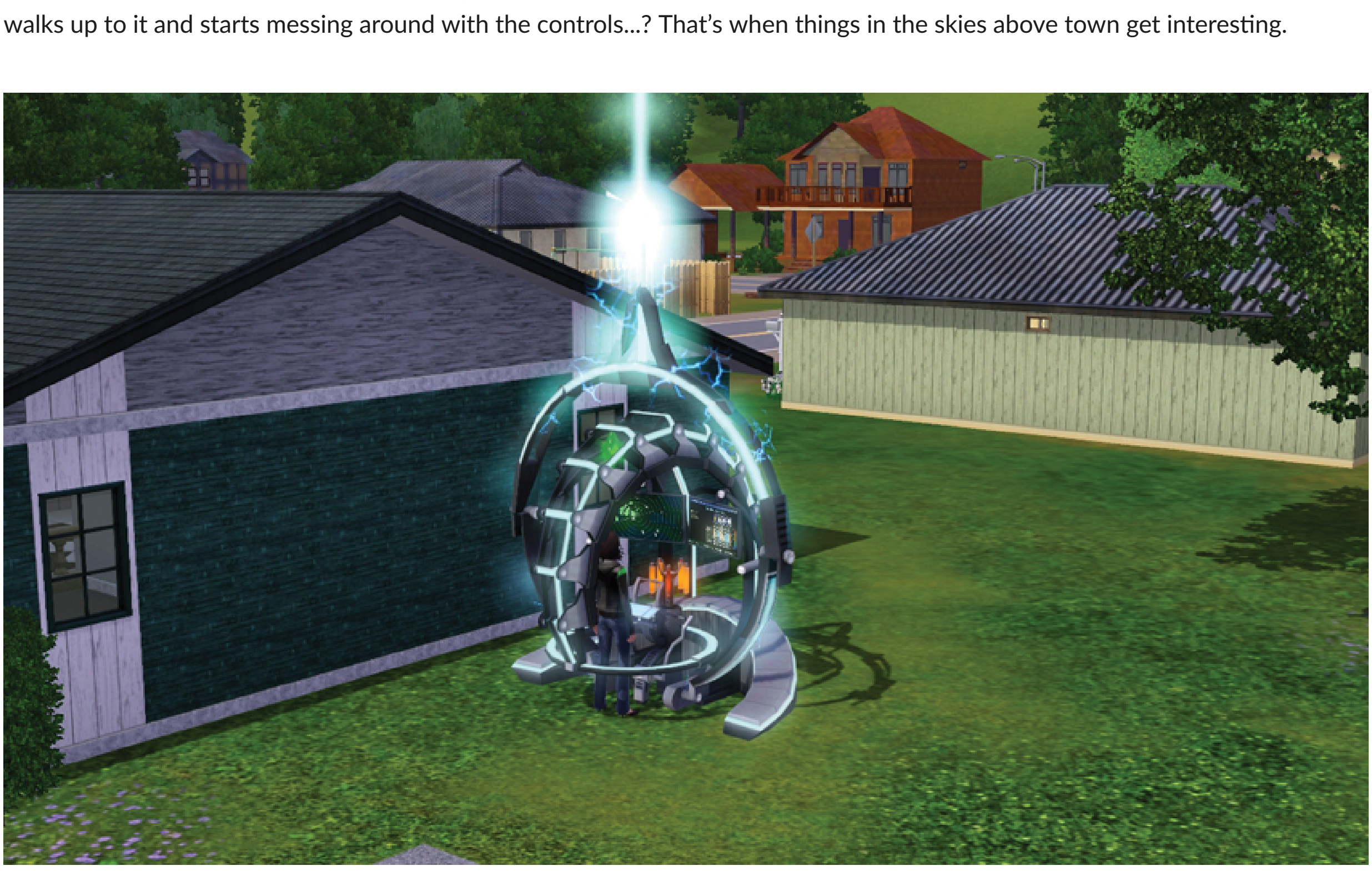
In addition, the All Weather Champion reward also speeds the time it takes to build snowmen, snow angels, and igloos during the winter season. This gives you more time to play!

Climatron Control Unit



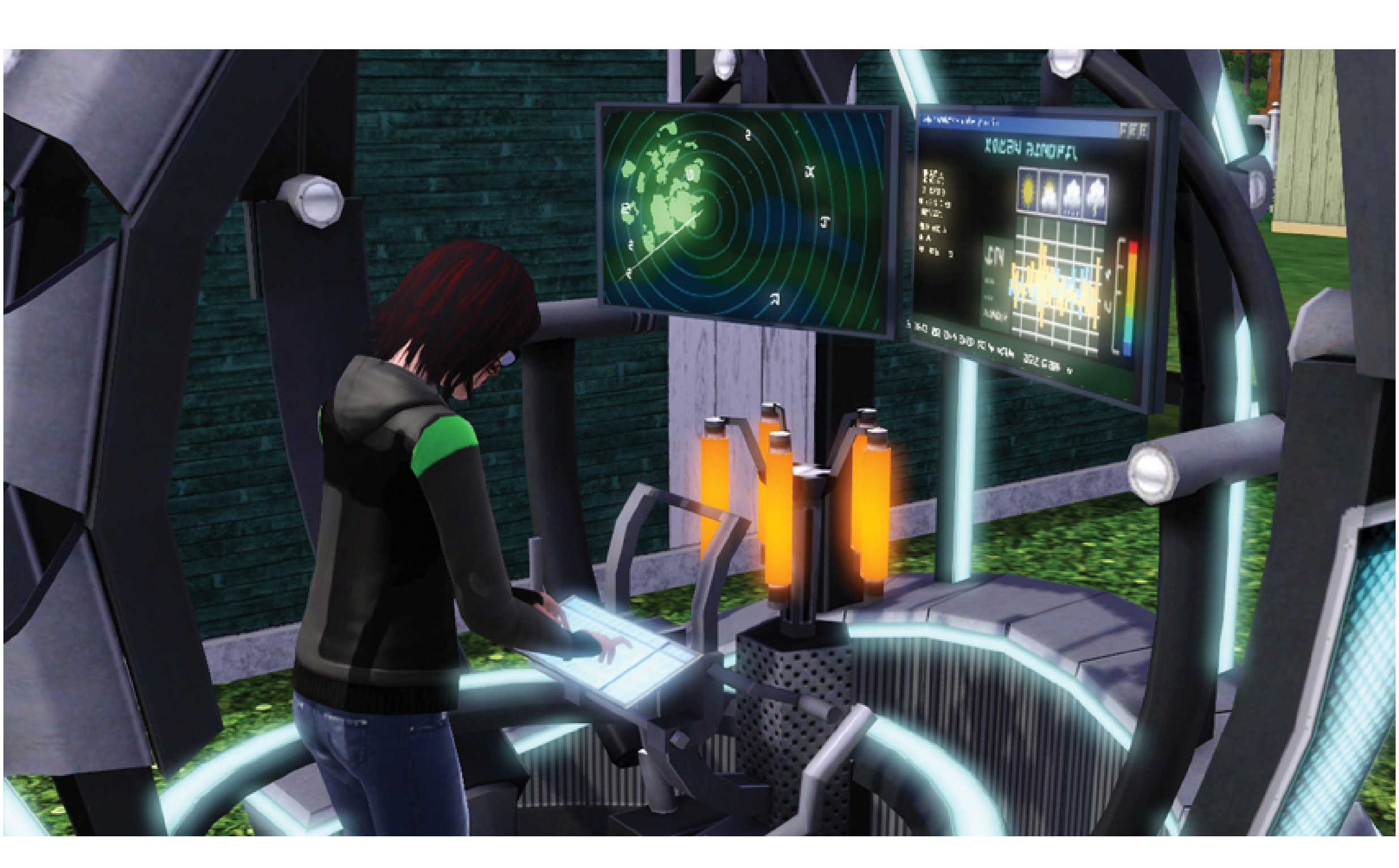
- Cost: 40,000
- Description: It's the dream of any self-respecting mad scientist: a machine that controls the weather. Whether you want to use it to destroy the world's crops or make the weatherman look dumb, this Climatron Control Unit is the answer.

The Climatron Control Unit is a physical object that is placed on a lot and rests idle until a Sim interacts with it. But when a Sim walks up to it and starts messing around with the controls...? That's when things in the skies above town get interesting.



When this is activated, you may create a specific type of weather: rain, hail, fog, sunny, and snow. Moments after the storm is selected and the machine is running, the new weather pattern commences. The storm does not last long, but the weather is intense. Heavy rain. Sudden snow storm. Driving hail. And the ground reflects the weather. Snow accumulates for as long as the storm lasts. Rain puddles form everywhere.

> **Note**
>
> During the storm created by the Climatron, the temperature drops. During snow, for example, the temp just plummets. It doesn't get cold enough long enough to freeze anybody, but it can definitely send a chill through a Sim.



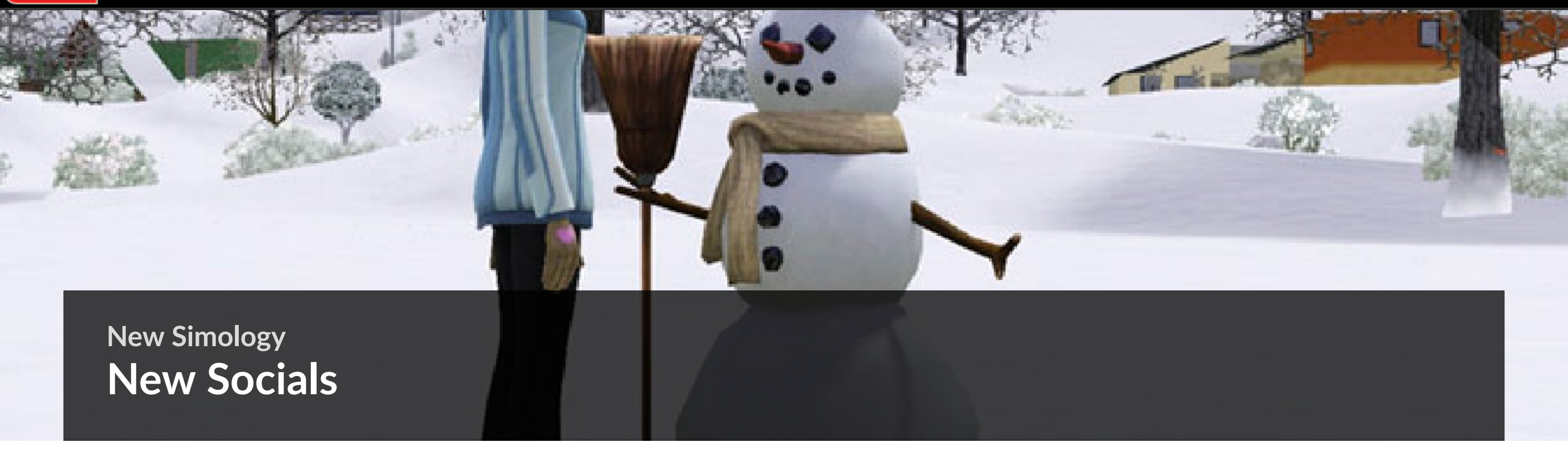
The Climatron Control Unit has five charges in it before you need to leave it alone to recharge. Thankfully, there are five little lights that signal how many uses are left before the machine must be temporarily shelved. If a Sim attempts to use the machine when there is no charge, they risk being struck by lightning. There is also a very small chance that when using the machine (even when it does have a charge), lightning will strike the operator. This singes the user. If the user is already singed? Then it's death by electrocution.

You can also clear away a natural storm with this reward. Just choose the Sunny interaction on the machine and you'll have blue skies in a matter of seconds.

Simmunity

- Cost: 7,500
- Description: You'll have super immunity that prevents you from getting nauseous, sick, and allergies.

With this useful reward, your Sim will never develop allergies around wildflowers or get sick due to temperature or communal activities, such as bobbing for apples, Plus, your Sims will never get the Nauseous moodlet following activities like an eating contest, pregnancy, or after a shift at the Alien Test Subject career.



New Socials

New Socials

New socials in Seasons greatly increase the number of conversation options available to your Sims. All the original socials from The Sims 3 are still available (plus those from any expansion packs you have installed), but this new set of socials is added to the mix so your Sims have even more to gab about—and more avenues for building relationships.

Use this table of socials added to Seasons to help guide conversations. Here's how the table breaks down:

- Social: Name of social as seen in the conversation menu
- Commodity: Commodity associated with the social
- Actor/Target Age: Ages in which the social is applicable
- C = Child
- T = Teen
- Y = Young Adult
- A = Adult
- E = Elder
- Social Available When?: What prompts the use of the social

Social	Commodity	Actor Age	Target Age
Talk About Rain	Friendly	C, Y, T, A, E,	C, Y, T, A, E,
Talk About Snow	Friendly	C, Y, T, A, E,	C, Y, T, A, E,
Talk About Hail	Friendly	C, Y, T, A, E,	C, Y, T, A, E,
Talk About Fog	Friendly	C, Y, T, A, E,	C, Y, T, A, E,
Talk About Cold	Friendly	C, Y, T, A, E,	C, Y, T, A, E,
Talk About Heat	Friendly	C, Y, T, A, E,	C, Y, T, A, E,

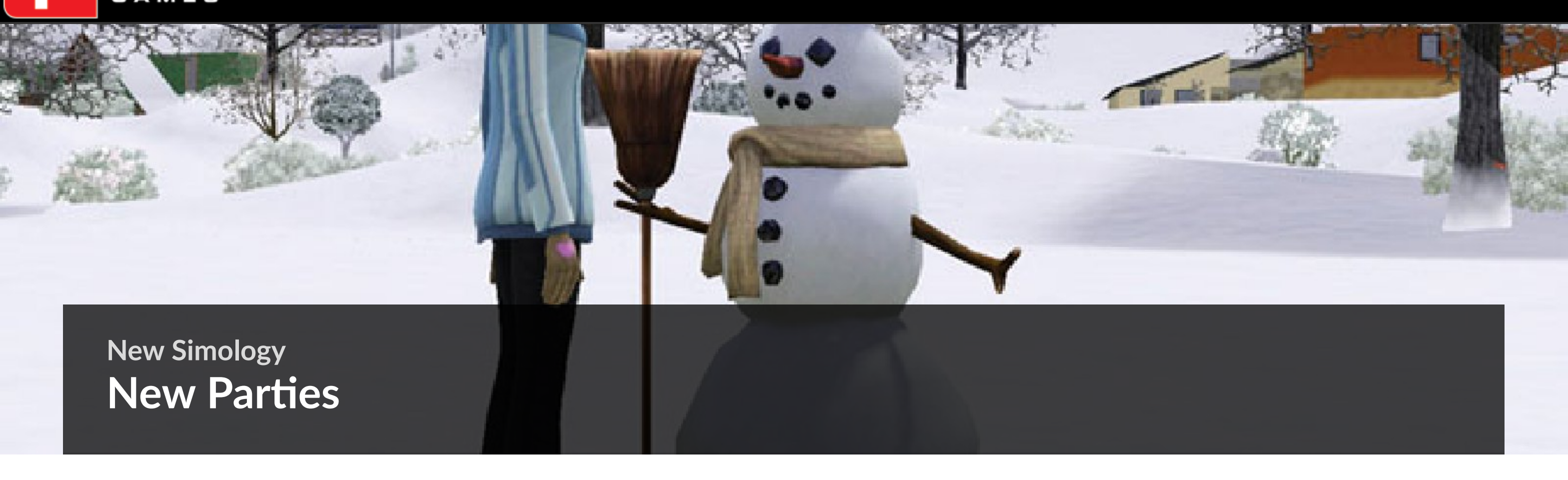
Social Activities

No Sim is an island. Forging and maintaining relationships with other Sims in town (and from beyond in the case of the aliens that come a-callin' in Seasons) is as critical in The Sims 3 as it is on this side of the screen. If you've been playing The Sims 3 for a while now, you understand how Short Term Context (STC) and Long Term Relationship (LTR) works within the boundaries of the socialization system. STCs are the building blocks of a conversation, the commodity of socials such as friendly, steamed, and awkward. How you build a conversation and leave it determines the effect it has on LTR, which is how you go from being mere acquaintances to friends—and in some cases all the way to spouse... or enemy.

Because LTR decays toward zero over time (from either end of the relationship spectrum), you will need to set aside time to maintain relationships. However, with all of the things that you'll want to do in Seasons, making time for conversations (either idle chit-chat or deep talks) is not always easy. Some days are just packed with possible activities.

This is when group activities are especially useful. There are a great number of group activities in Seasons, such as snowboarding with another Sim, playing horseshoes, throwing water balloons, bobbing for apples, and more. In addition, you can also participate in festivals, holidays, and throw/attend one of the new parties included in Seasons: gift-giving party, feast, pool party, and costume party. We'll go into these parties in the next section of this chapter.

So, always be on the lookout for group activities, even if that group includes just you and one other Sim. Though you may not have huge LTR boosts, just participating in group activities affects LTR and can prevent a friends from slipping back into acquaintance.



New Simology

New Parties

New Parties

Save for the occasional hermit, Sims are inherently social creatures—and what better way to satisfy those Social needs than throwing a party? There are a host of new parties available in Seasons, including feasts and pool parties. These new parties have unique elements, but they do share common DNA with the original party system in The Sims 3.

The method of throwing a party in Seasons remains the same. You may do so through your phone, located in your Sim's personal inventory. The Throw Party interaction brings up a menu where you select the type of party, the time of the party, a dress code for the event, and who is on the guest list. Once you initiate the party, take the following steps to ensure that everybody at your shindig has a good time.

When you choose to throw a party, expect to see your guests start arriving right around the designated time. (Thankfully, you get a warning an hour before the party starts.) Before guests arrive, make sure the lot is clean, provide plenty of food, and extend some form of entertainment.

Maintaining Mood & Needs

Keeping everybody in good spirits is the core of having a successful party. Keeping moods high so guest leave elated depends a lot on managing the needs of your guests. If you have at least one bathroom on-site, that should take care of Bladder. And to be sure, there isn't too much you can do about Energy. Either Sims attend your party tired or they show up with a good amount of Energy.

Feeding guests, maintaining the Hunger need, is super-important. Now, there are multiple ways to address the food situation, although with the new feast party, this is definitely altered. However, for all of the other parties, consider these steps:

- Set up a Buffet Table so that Sims can just eat whenever they are hungry. It's not cheap but it requires little maintenance.
- Prepare food in your own kitchen and have it out when the party starts. If you are an accomplished cook and can whip up high quality dishes as well as exotic goodies, this can send mood soaring.
- Order pizzas. Everybody loves pizza and you can direct partygoers to partake. Not as easy-peasy as the buffet, but you can at least control the Hunger need on a greater scale.
- Make sure there are objects on the lot that encourage fun. An expensive TV works wonders. So does a guitar or a dance floor. Dancing, playing music, and other group activities (and there are new group activity objects like the Horseshoe Court in Seasons) will make sure multiple Sims are having fun at the same time.

In addition to needs management, you can also artfully arrange the party so Sims pick up potent moodlets like Beautiful Vista or Enjoying the Music. Seriously, always have music going during a party. It's so simple to set up and the rewards are solid. And why not dress the place up with some environmental bonus objects so Sims get one of the Decorated moodlets on their way through rooms.

Tip

Of course, you can always buy the Legendary Host reward for 5,000 Lifetime Happiness points, which ensures that everybody who attends your party has an amazing time.

Pool Party

If you have a pool on your home lot, there is a new party type for Sims who like to splish-splash: pool party. The pool party is built around swimming, so everybody will typically arrive in their swimwear. (As you might imagine, this party will not be very successful if thrown at an outdoor pool during winter.) Once the pool party is underway, Sims will find great pleasure out of diving from a diving board, so make sure your home pool has one installed. And it never hurts to have at least one of the new Inflato Aqualounges, a floating pool chair, handy. Sims love these inflatable chairs! A grill is also a good object to have on-hand because though any food is enjoyable, Sims at a pool party tend to gravitate toward BBQ-style cooking.

Tip

Make sure you have music playing somewhere on the lot so Sims get the Enjoying the Music moodlet!

Costume Party

Costume parties are a great way to get friends and family together for hours of laughter and merriment. When you throw this party, Sims arrive in randomly selected costumes. At this point, the party unfolds like a traditional house party. However, you can add a Halloween flair to the party by using objects such as the Apple Bobbing Tank or installing a Scarecrow on the lot.

There are specific costumes for each age group and gender, but you do not actually choose what costume your Sim dons. There are fun animal costumes, career costumes, and mascots costumes—just to new a few!

Feast Party

The feast party actually removes the need for you, as the party host, to prepare a full spread for your guests. The entire point of this party is for all invited to arrive with one dish. When guests arrive to your shindig, they will be carrying a plate of food with multiple servings. Each food-bearing guest will place their food on an available surface, typically as close to the kitchen as possible and usually close to other plates of food.

Guests' dishes always contain multiple servings. However, the game keeps track of how many Sims are at the party so that more plates than necessary are not brought. For example, if you have a full boat of 10 guests, chances are good that the last few guests to arrive will not bring a dish. That way, there are no leftovers from this party, which cuts down both on waste and post-party cleaning.

At some point during the party, once all guests have arrived and folks are having a good time, you may use the new Call Party to Eat interaction. This interaction is available on any group serving on the lot. At this point, the feast begins. Attendees route to the food and start serving themselves. Within moments, folks are eating and hopefully enjoying the Nice Meal moodlet.

Note

If you do not use the Call Party to Eat interaction after a few hours, eventually guests just get the idea to start serving themselves. They will head for the food and enjoy their eats.

Note

You may assign any attire for this party.

Gift-Giving Party

When you want to spread holiday cheer, throw a gift-giving party. This themed party operates like most normal get-togethers—you still need to be on top of mood and needs—but the festivities are centered around a new object: gift pile. The gift pile appears when the party is underway. The gift pile starts out with enough presents for everybody in the household, and when guests arrive, they always walk over and add another to the pile, so there are always enough gifts for everyone present.

Once the party is underway, click on the gift pile and choose the Call Everyone to Open Gifts. This signals that it's time to open presents. Sims at the party move toward the gift pile and the festivities begin!

Sims take turns opening presents. A Sim walks to the pile and fishes out a present. They then open it up and react depending on what's inside. You do not control what is inside the gift boxes. Some Sims are positively ecstatic over their present. Some Sims are... not. The gift is added to the personal or household inventory of the Sim and the next person begins to open their present. While gifts are being opened, the crowd reacts with laughter and cheers.

Note

Bad gifts in the pile aren't truly horrible. They're just funny, like fruitcake or coal.

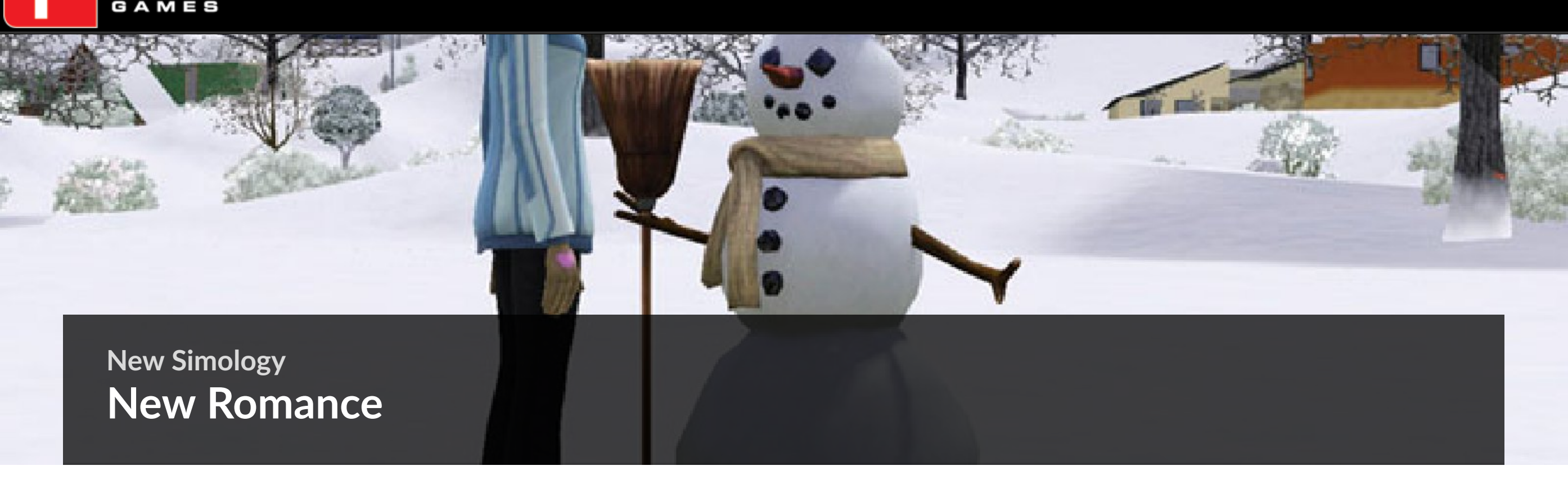
There is no hard rule about only throwing gift-giving parties during the winter season. You may throw one of these parties whenever you like, bringing friends and friends-to-be together under one roof for a few hours of fun, food, and generosity.

Caution

If you cancel the party before all of the gifts have been opened, you will lose LTR with every single guest at the party. So don't get greedy!

Brownie Bites

Townies and neighbors are conscious of whether or not you are throwing parties, so don't feel like you always have to be the person on the block who opens their doors or makes the necessary arrangements for a soiree. If you do not make arrangements for a party on one of the designated holidays, somebody else in your social circle usually does. Depending on the season, neighbors and friends will throw on of the parties and invite you. Attend! Build LTR! And have fun!



New Simology

New Romance

New Romance

After installing Seasons, you'll discover that love is most certainly in the air. This expansion makes several changes and adjustments to how romance works in your narratives, starting with a revamped attraction system. In addition, there are new objects related to romance, such as love letters and mistletoe, that offer additional opportunities for advancing matters of the heart. And if you fancy the world of online dating, your Sims may now also partake in such endeavors.

New Attraction System

Seasons seeks to simplify and quantify how romance works between Sims through a new attraction system. Now, this is not a player-facing system that runs numbers and shows you just exactly who your Sim is attracted to and why. However, it does help the game system determine smart matches based on a host of factors, such as traits, careers, skills, and more. This system then assigns bonuses based on logical factors, such as two Sims with the same horoscope sign will receive a bonus when engaging in romantic socializing.

When you are playing with an active teen or older Sim, every Sim they meet is instantly assigned a random attraction score that can be either positive or negative. At this point, the existing strategies for building a romance are still very much in play.

You cannot immediately engage another Sim in a love affair. You must establish a Friendship first via positive socials with the proper commodities. So, first turn a Stranger into an Acquaintance and then start boosting that Acquaintance into a Friend-related LTR through positive, friendly socials.

Now, established Friendships have the potential to tip into amorous relationships by using socials with the amorous commodity in order to elicit love-related STCs, such as Flirty, Seductive, or Hot. Sounds technical, doesn't it? Well, think about it this way: You wouldn't try just any old line if you really wanted to advance a relationship, would you? No, you'd try to steer the conversation toward romance through specific approaches. In The Sims 3, these approaches are the socials with the amorous commodity.

While all of this is happening, that score is being used to determine whether or to you will get bonuses that encourage success or minuses that discourage romance. Your Sim has a set of modifiers that can nudge their own score with other Sims higher:

- Career: Having a career is a bonus. Earning promotions boosts that bonus.
- Skill: Learning skills offers bonus. The more you develop these skills, the more bonuses your score receives.
- Wealth: The more Simoleons in your household account, the more bonuses.
- Celebrity Status: If you have Late Night installed, you know the celebrity system. Becoming a celebrity is a bonus and the more famous you are, the higher your bonus.
- Unique type: Being a special type of Sim, such as a vampire, werewolf, fairy, ghost, or more is a bonus.
- Astrological Sign: If two Sims have compatible signs, that counts as bonus.
- Traits: As you know, many traits have benefits and shortcomings that are just inherent. For example, while a lot of Sims may not like Criminals, an Evil Sim will see a Criminal career as a bonus. However, Good Sims will see the Criminal career as a serious detriment.

Now, as mentioned, the numbers behind these are not forward-facing. But that's not what's important about this new attraction system. What this does is use both the personality and life experiences of a Sim to affect how attractive they are to other Sims as well as how attractive a Sim is to them. There are no tricks in this bonus system. The trait example of Good Sims not getting an attraction bonus when socializing with Criminals or Evil Sims is just basic logic.

However, there is an audio cue that lets you know if your Sim finds another Sim especially attractive! And as a visual cue, your Sim will receive the Attractive Company moodlet.

When this happens, romantic socials are much more likely to be successful. LTR between Sims who are attracted to each other in this new system is increased by an extra amount.

If another Sim finds your active Sim attractive under this new system, there is a chance your Sim will receive gifts or love letters in the mail. (More on love letters in a moment.) Sims who are attracted to you are also likely to call more often and ask for a date. You may reject the date, of course, but this cools the other Sim to you. It will be a little while before they call again. After several rejections, they will stop calling, no matter how many attraction bonuses exist between you.

Love Letters

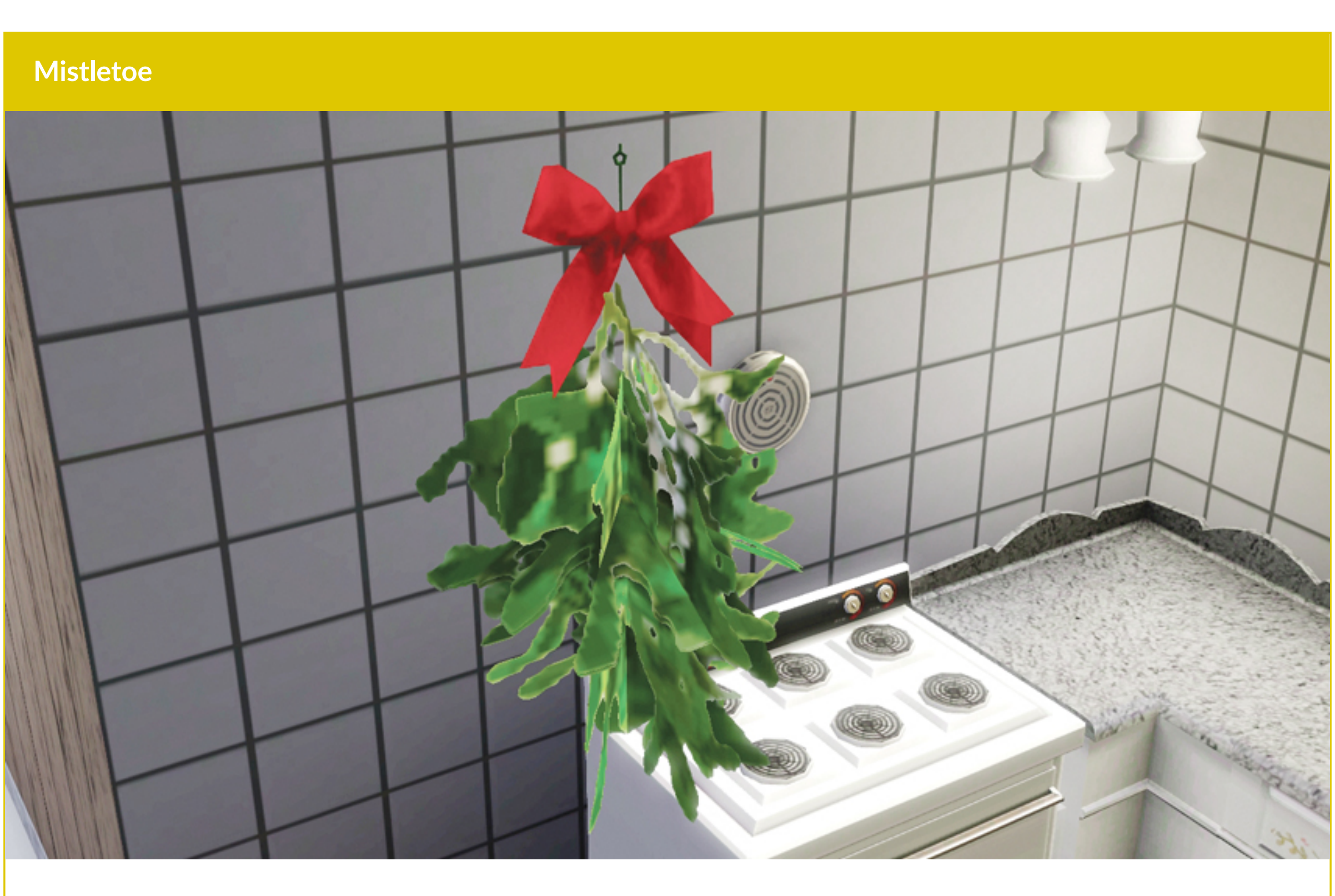
Love letters are new romantic gestures in Seasons. Only teens and older can send and receive love letters. To send a love letter to another Sim, click on the mailbox and choose the Send Love Letter interaction. At this point, select the recipient of the letter from a list of Sims your active Sim knows outside of your household and within acceptable age ranges.

Once selected, the Sim finds a table and drafts the love letter. After finishing up and sending it off, the Sim waits for a reply. (You don't have to actually stand at the mailbox and wait.) If the recipient of the love letter accepts, which is based on LTR and the attraction system, you get a huge LTR increase. If the letter is rejected, there's an LTR hit. Regardless of acceptance or rejection, your Sim will receive a letter back after a period of time.

You can also receive love letters from admirers. You may get a love letter in response to an accepted love letter or a spontaneous love letter. The spontaneous love letters are generated if you have a high attraction state or a romantic LTR with the other Sim. The chance of receiving a spontaneous love letter goes up during the spring season—and especially on the spring holiday.

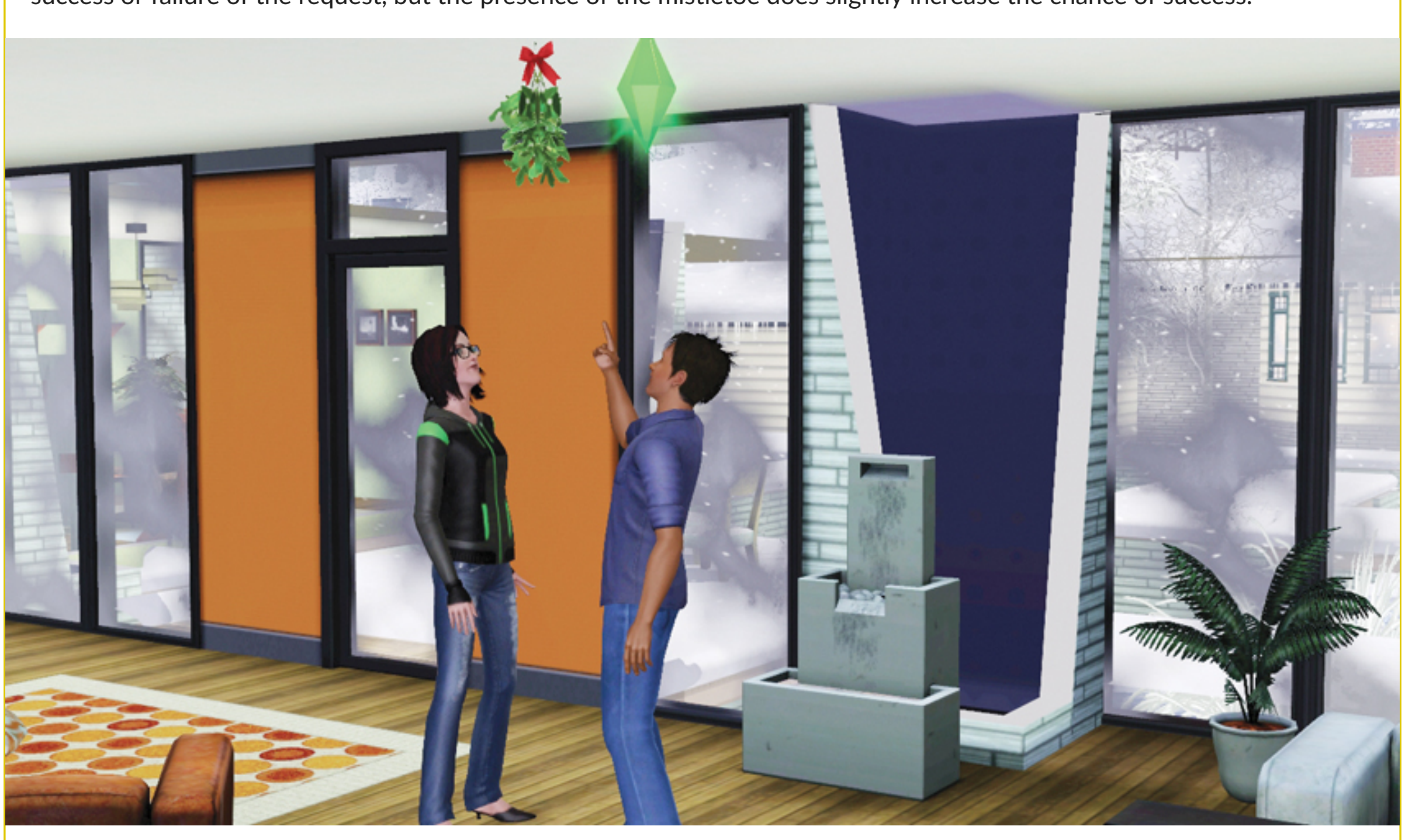
If another Sim other than the recipient sees the love letter, that raises the visibility of the romance, a system that was put into place with the arrival of Late Night.

Mistletoe



Look, we all know the ultimate goal when somebody pins mistletoe to the ceiling or in a doorway, and that holds true in Seasons. As long as there is nothing beneath it, you can place mistletoe on a ceiling and (hopefully) set up some romantic encounters for your Sims.

To make use of the mistletoe, click on it and choose Ask for Kiss. This brings up a Sim selector. Family members and Sims with low/negative LTRs will not appear in the selector. When the requested Sim wanders over to the mistletoe, your Sim will point up to the sprig and indicate a desire for a smooch. At this point, the LTR between the Sims determines the success or failure of the request, but the presence of the mistletoe does slightly increase the chance of success.



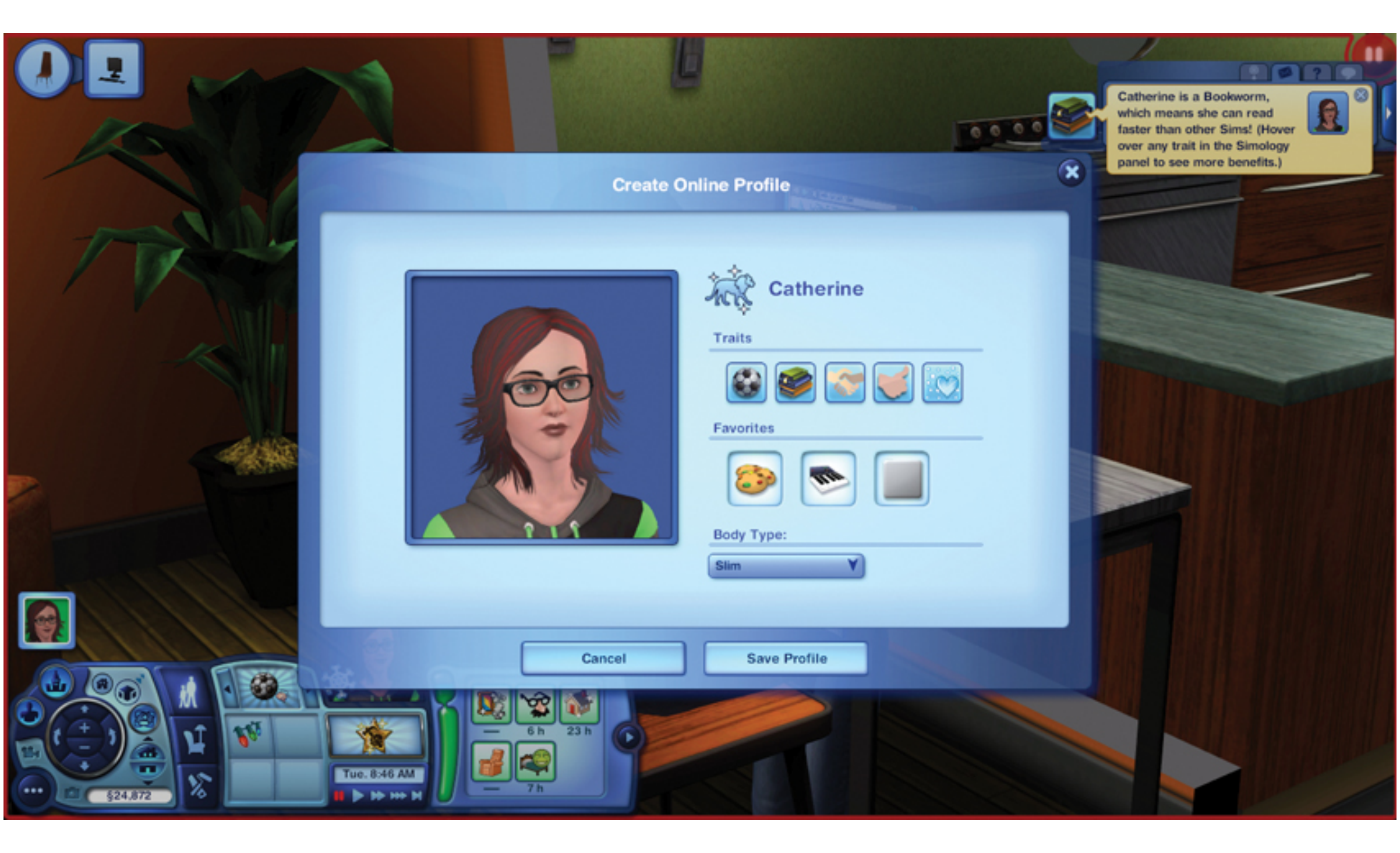
A successful kiss beneath the mistletoe results in both an LTR bump and the satisfying of the Social need. Plus, you get to see a special sprinkling of festive dust to signify that this was no ordinary kiss. But wait—there's more! Both Sims receive the Kissed Under Mistletoe moodlet.

Asking for a kiss under the mistletoe does not count as a first kiss if it is indeed the first kiss between a pair of Sims. The First Kiss moodlet is not awarded.

Online Dating

On this side of the screen, we recognize that online dating has forever altered the way courtship works. Well, now online dating has come to The Sims 3! This is an excellent system for meeting potential matches without heading out into the city and strolling through the park or museum, hoping against hope that somebody strikes your fancy (or the other way around). But shopping for a mate like you might a piece of furniture is not without risk, nor is it without excitement. A little tug on an online profile can turn into a first date. And before too many seasons have passed, can turn into a marriage with children.

Making Profiles



Catherine is a Bookworm, which means she can read faster than other Sims! (Hover over any trait in the Simology panel to see more benefits.)

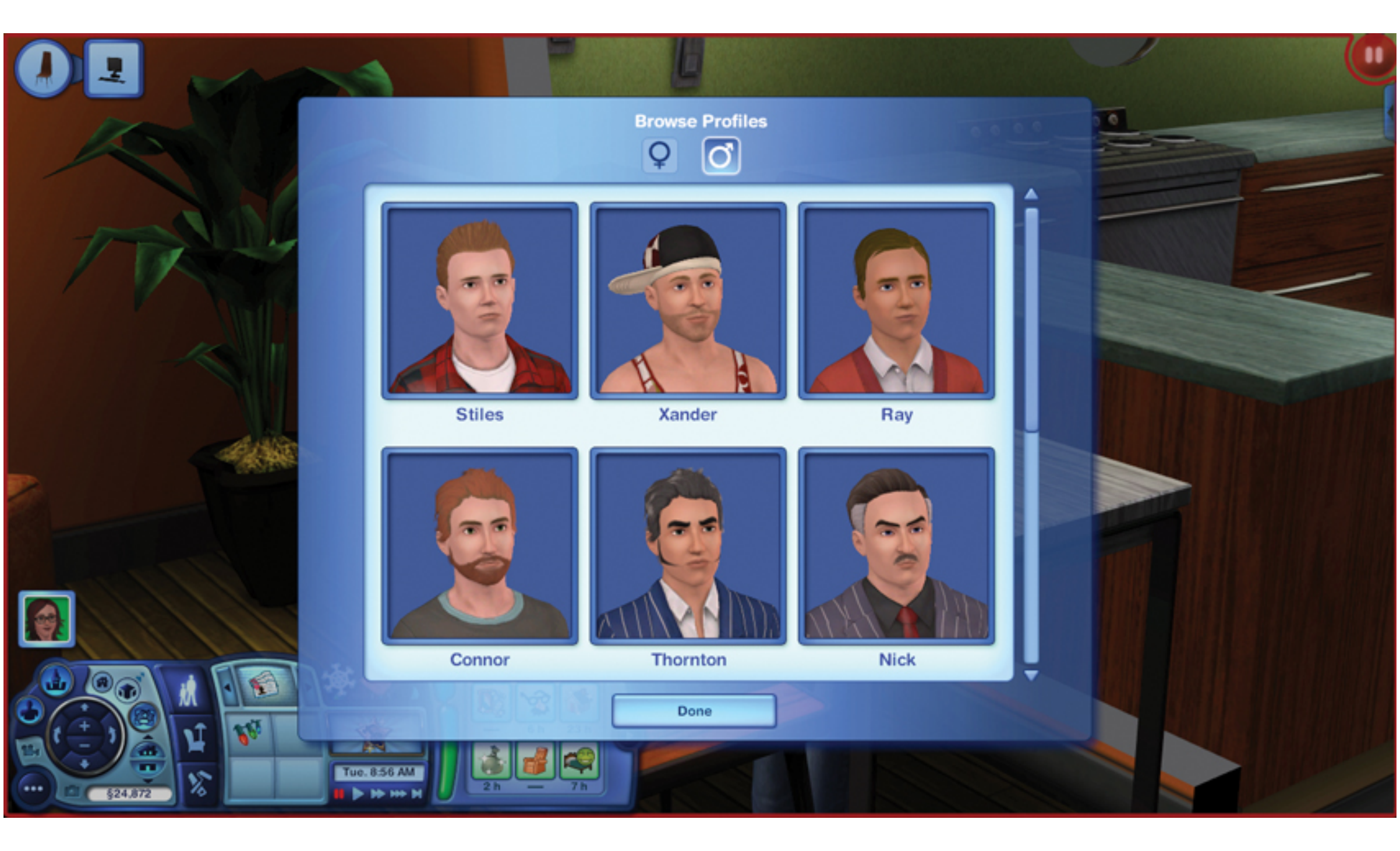
Now, your Sim may sit down to the computer and draft an online dating profile, which allows them to perhaps go on blind dates with other Sims in town. Online dating is not without its excitements and wrinkles, but a lot of how it plays out depends on how honest you decide to be when creating a profile.

Yes, you can fib on your profile.

On a computer, choose the Online Dating interaction and then choose to create a profile. At this point, a profile is generated that includes:

- Sim portrait
- Astrological sign
- Traits
- Favorites
- Body type

However, you now have the option to change your traits, body type, and favorites. You can even pick out traits that are 100 percent contradictory to your real traits, For example, a Lazy Sim can alter their profile to show that they are Ambitious. Once you are happy with your profile, save it. (You are free to modify or delete the profile at any point.)



You may also choose to browse profiles at the computer, as long as you have created a profile of your own. When doing so, you may sort through a handful of profiles for each gender. Profiles contain the same categories of information as your own. If you see a profile that piques your interest, feel free to send a message, which indicates interest.

Caution

Married Sims are allowed to do online dating—but there are inherent dangers involved. Remember that being married is a highly visible romantic state, so betrayal can be easily seen by other Sims around town should you go on a date. Plus, you risk the Sim you contact knowing that you are already married. Ooof. LTR hit. And shame on you.

Other Sims who use online dating may also send you messages in return. Check for messages every so often to see if you get a nibble. Messages are either accept/reject. If the reply is a rejection, that's that. But if the other Sim accepts your message and shows interest, then there is an opportunity to chat. This also places the Sim in your Relationship panel, so you may call them as well as chat via a computer.

First Date

So, you met somebody through online dating? Take it to the next level and either ask them out on a date or agree to a date. Meet at the agreed-upon spot. Hopefully, everything is cool and you have the time of your life.

But if you lied on your profile, you may be called out on it. Now, one little fudged fact isn't going to derail an entire date. But if you have significantly fibbed about your body type or multiple traits, your date is likely to reject you right at the top of the date. The other Sim will tell you exactly why they are bailing and then leave. As you might imagine, this results in an LTR hit.

So, while it can be an adventure to create an alternative persona in an online dating profile, it's not without risk... or consequence.

Still, online dating is an excellent way to meet more Sims around the city. Even if you never go out on a date, you are still adding Sims to your Relationship panel. And with the new attraction system, you have clearer paths to developing romances should you agree to dates and both Sims are indeed who they said they were online.

Brownie Bites

Hey, since we're on the subject of romance... looking for new places to WooHoo? Heat up winter by WooHooing in the igloo. Or, when fall arrives, WooHoo in a pile of leaves. This is a lot of fun for both Sims, but doing so hastens the Hygiene decay. Dirty leaves just got dirtier!

Anniversaries

In life, we mark the passing of time through anniversaries, such as a wedding anniversary. In Seasons, Sims now keep track of important life events via anniversaries. There are two types of anniversaries in Seasons: wedding and work.

Every game year, on the day of a Sim's wedding, a message pops up noting the occasion. The spouses receive the Anniversary Time moodlet, which causes a mood boost. In addition, for the duration of this moodlet, the frequency of romantic socials rises, as does the acceptance of these socials and gestures. Should two Sims break up and divorce, anniversaries are no longer noted.

Seasons keeps tabs on the first day of a new career. When your Sim reports to work on the day they started a job, a message notes the anniversary. It shows how many years they have worked at that career. (Like the ceasing of wedding anniversaries upon divorce, leaving a job either through termination or retirement will halt work anniversaries.)

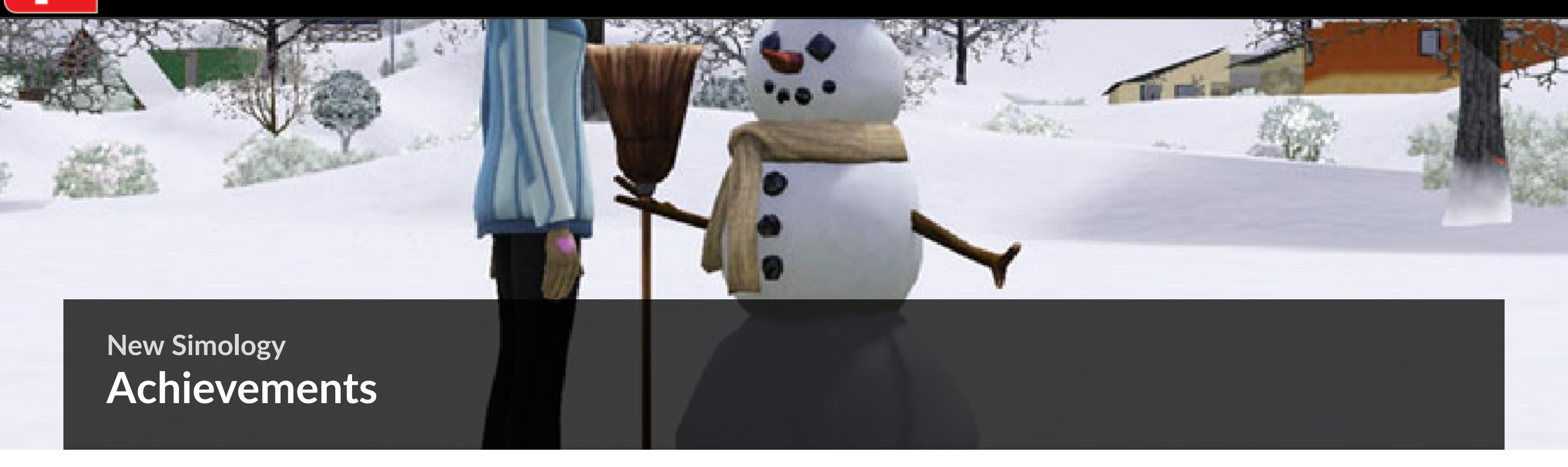
When you report to work on the anniversary (or the next work day, should the anniversary fall on an "off" day), you receive a Simoleon bonus. On certain work milestones, Sims receive a special gift. These gifts may be placed on the home lot and contribute to the environmental bonus of a room:

- 3 years: Plaque
- 5 years: Pocket watch
- 7 years: Statue

Sims may use a View interaction on these items for a reminder of the anniversary noted, such as clicking on the pocket watch to see that it was the fifth anniversary present for the current career.

Whether it's a wedding anniversary or a work anniversary, Seasons keeps track of the particular day of the season when the life event occurs. However, if you choose to shorten a season, or remove it from the calendar completely, mid-way through a narrative, the game tracks the anniversary to the next date in the following season. For example, if you enrolled in the Business career on the third day of fall and later removed fall, the anniversary would be celebrated on the first day of winter.

If two Sims were married prior to the installation of Seasons, the anniversary is not celebrated. Work anniversaries are not tracked either if the career was started prior to installing Seasons.



New Simology

Achievements

Achievements

If you're logged into your The Sims 3 account, you can earn new Achievements and Badges associated with The Sims 3 and Seasons expansion. Here's a complete list of all Achievements and their associated Badges. How many can you collect?

Bottomless Stomach—Silver

Win Hot Dog Eating Contest

Win Pie Eating Contest

Festival Champ—Silver

Win at Bobbing For Apples

Win a Game of Horseshoes

Nice Arm!—Silver

Win Snow Ball Fight

Win Water Balloon Fight

Festive Planner—Silver

Throw Gift Party

Throw Costume Party

Throw Feast Party

Throw Pool Party

Slacker!—Bronze

Call In Sick to Work

Trick or Treat—Bronze

Trick or Treat at a house

Egg-cellent Collector—Bronze

Find Egg in Egg Hunt

Flower Power—Bronze

Collect a Wildflower

Alien Tech Expert—Gold

Abduct a Sim (UFO)

Invade a Lot (UFO)

Go to Space (UFO)

Star-Crossed Lovers—Gold

Meet an Alien

WooHoo With Alien

Have Alien Baby

Seasonal WooHoo—Silver

WooHoo in Leaf Pile

WooHoo in Igloo

Snow Sculptor—Bronze

Build Igloo

Build Snowman

Make a Snow Angel

Harsh Weather—Gold

Die from Heat/Fire

Die from Cold

Playing with Nature—Gold

Use Weather Machine

Spooky Sculptor—Bronze

Carve Pumpkin

Halloween Hooligan—Bronze

Smash Pumpkin

The Language of Love—Bronze

Send Love Letter

Get Love Letter

CANNONBALL!—Bronze

Do a Cannonball off Diving Board

Festival Fun—Bronze

Tour Haunted House

Get Face Painted

Eat a Snow Cone

Smoocher!—Bronze

Kiss Under Mistletoe

Festival Fanatic—Silver

Attend Summer Festival

Attend Fall Festival

Attend Winter Festival

Attend Spring Festival

Sun Worshipper—Bronze

Get a Sun Tan

Fair Skinned—Bronze

Get a Sun Burn

KABOOM!—Bronze

Set off a Firework (any version from any EP)

Savvy Builder—Bronze

Place a Blueprint Using Blueprint Mode

Prize Winner—Bronze

Collect a Festival Ticket

Cash in Some Festival Tickets

Prettiest Sim at the Dance—Silver

Attend Spring Dance

Become Spring King/Queen

Love & Dedication—Silver

Reach a Wedding Anniversary

Happy Holidays!—Bronze

Get a Holiday Photo Taken

Share a Holiday Photo on Crossroads

Winter Shminter—Silver

Use a BBQ While There is Snow on the Ground

Swim in the Ocean During Winter

Throw a Pool Party in Winter

Bronzed!—Bronze

Have a Tan for X Days in a Row

Thirds? Fourths?—Bronze

Get the "Stuffed" Buff at a Feast Party

A Gnome for Every Season—Platinum

Collect Each Seasonal Gnome

Brownie Bites

Seasons introduces some adjustments to the memories system, too. Inside the options menu, you may disable memories completely or just disable the memories notifications that appear in the upper-right corner of the screen. However, if you choose to disable memories, you may still use Capture This Moment to tag custom memories and enrich your narratives.

New Career and Skills

When you install Seasons, you enrich your towns and narratives with incredible new holidays, festivals, weather, objects, and more. And like other The Sims 3 expansions, Seasons also introduces new career options and new skills, expanding the Simology for your current families as well as any new households you create after adding the expansion.

New Career: Alien Test Subject

Seasons offers an all-new part-time career; however it is exclusively for the new type of Sim only found in this expansion: aliens. Now, we deep-dive into aliens in the Aliens chapter later in this guide, but because Alien Test Subject is a new career, we're also covering it here in this extension of the New Simology chapter.

Once you have brought an alien into your household whether that's through marriage or you've had a baby with an otherworldly visitor (and raised it to at least teen), you may report to the science facility in your city (in the case of Sunset Valley, that's the Landgraab Science Facility) during business hours and enroll in the part-time career.

As a part-time career, the Alien Test Subject has limited hours. This allows you to pursue other activities—and there are so many fun things to do as an alien. However, by working fewer hours, an alien earns a lot less than a full-time career, or one of the active professions that were introduced in Ambitions. However, unless you have a single alien household, there's a good chance your household will have multiple revenue streams.

Note

Aliens can enroll in any career, not just this new part-time career. Aliens can be Professional Athletes, Firefighters, Movie Stars, Fortune Tellers, or any other career found in the base game and all of the expansions.

Though the name of the career—Alien Test Subject—sounds like it may actually damage your alien, be assured that no physical harm will come. The biggest risk is that, after every completed shift, there is a small chance the alien will leave the science facility with the Nauseous moodlet. If this happens, pursue de-stressing activities (a visit to the spa?) or look into activities/interactions that generate positive moodlets to offset the hit.

Note

As is the case with all other part-time careers, there are no career opportunities with the Alien Test Subject career.

Get to Work

Like other part-time careers, there are three "levels" to being an Alien Test Subject. When you enroll in the career, you automatically jump into the base level of the career: Associate Probe Tester. You start work at 4 PM in the afternoon and only stay on until 7 PM. It's a short shift, but because you are a test subject, it's probably best that hours are limited. Plus, that leaves more time for abducting townies! (More on that in the Aliens chapter.)

This part-time career has only three tones: Business as Usual, Work Hard, and Take It Easy. As with all careers, showing up in a good mood is a key component of getting a promotion and, thusly, more pay. Here, Working Hard and showing up on time are huge helps. Now, the Work Hard tone decreases Fun and Energy faster and can contribute to stress. But it does lead to a quicker promotion. Business as Usual is right down the middle. You work, but not hard enough that you get all stressed.

Every promotion in this part-time career comes with both a pay bump and a bonus. Once you hit the top spot in the career, you can no longer advance, but you can continue to receive raises. This chart shows you the three levels of the part-time career, including the hours/days worked, pay, and bonuses:

Career Level	Position	Hourly Pay	Work Days	Hours in a Day	Metrics	Promotion Bonus
1	Associate Probe Tester	§64	M, T, W, Th, F	3	Mood, Performance	n/a
2	Specimen (Living)	§84	M, T, W, Th, F	3	Mood, Performance	§768
3	Organ Farm	§114	M, T, W, Th, F	3	Mood, Performance	§1,008

Level 1: Associate Probe Tester

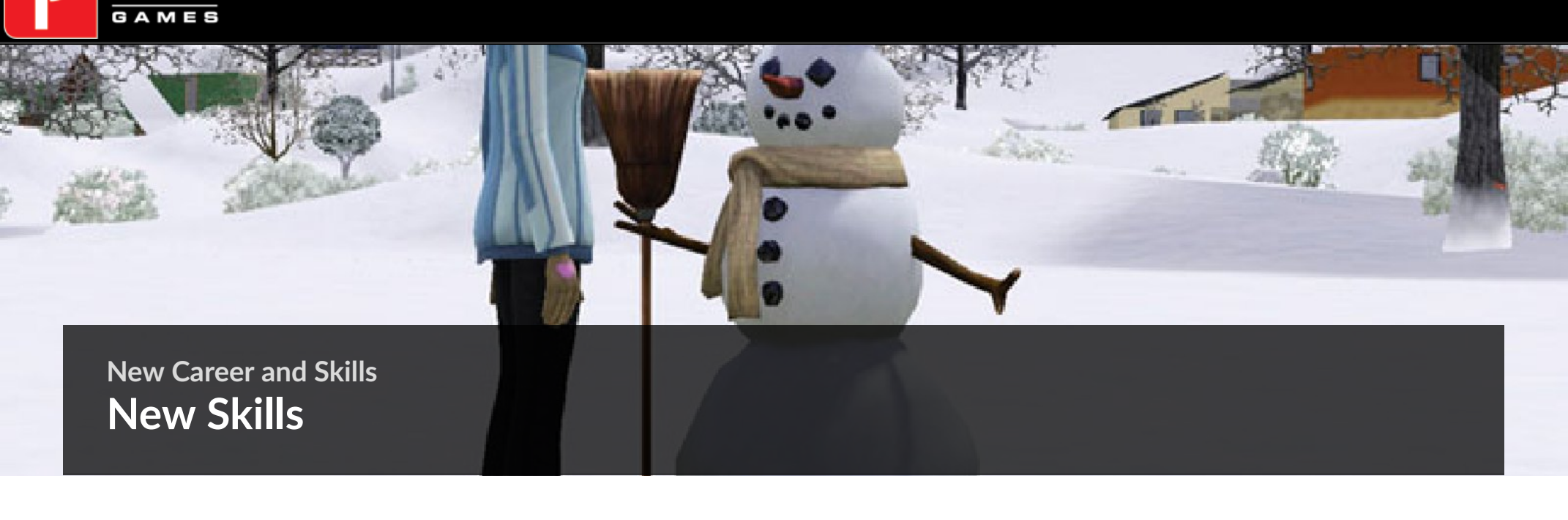
Tried of just lying there and taking it at your current job? Consider a career where that IS your job! Sign up to be an Alien Test Subject! The hours and instruments are both flexible, and you can tell your friends that you are aiding in vital research. (By which we mean research of your vitals.) Apply today!

Level 2: Specimen (Living)

Valuable test subjects are declared official specimens and are used for the harvesting of truly impressive amounts of data. The "Living" tag is extremely important. Be sure to specify that you are the living kind of specimen before each test.

Level 3: Organ Farm

Certain specimens have just the right physical attributes to allow the growth of exciting new organs within their person. These little "experiments" are nearly guaranteed not to interfere with the function of existing organs, and may even increase their efficiency.



New Career and Skills

New Skills

New Skills

Thanks to the plethora of new activities for your Sims to enjoy in Seasons, there are several new skills to master. However, these skills are not topline skills, such as Gardening or Writing. Instead, these are hidden skills, which you're very familiar with, not just from the base game, but from all previously released expansions. Hidden skills are skill sets related to specific activities, such as chess or arcade games, that develop silently in the background.

Hidden skills do not have open tiers, like the primary skills. When you move up a rank in a hidden skill, you do not receive a note telling you that you've "graduated" to a specific level or that you've unlocked a new interaction. But three of the four new skills in Seasons do give you little messages that indicate you are getting better at the current activity.

Hidden skills in Seasons have further changed. Three of the four newly introduced hidden skill can be considered semi-hidden, meaning that while you do not have new unlockable new interactions, you can see the skill develop. For example, when you are developing one of these semi-hidden skills, such as Skating, you see the progress bar above your Sim's head. This indicates a form of development, even though it is not directly tied to a specific rank.

Note

All of the objects related to these semi-hidden skills can also be found in the New Object Catalog chapter.

Caution

None of these new skills appear in the Skill Journal.

Horseshoes

- Levels: 10
- Available Age: C, T, Y, A, E

Though playing in the snow might be a little chilly, horseshoes is a year-round activity. Found at festival grounds, a Horseshoes Court can also be purchased in Buy Mode and placed on your very own lot.

In Seasons, here's how a game of horseshoes plays out: Sims have three horseshoes total. The goal is, of course, to get the horseshoe on the stake at the far end of the court. If you nail the throw, that's a "ringer." You do not have actual control of the throws, but your Horseshoes skill does affect the throw. If you are new, it's pretty rare to throw a ringer. More likely, you will completely miss. Over time, your throws will land closer to stake, which earns points. Eventually, you will throw more and more ringers. When you hit a ringer, you celebrate and Sims watching typically cheer and clap. At the end of a game, when all participating Sims throw their three horseshoes, scores are "tallied" and a winner is announced.

Though there are technically 10 levels to this skill, there are no skill development messages shown while advancing. The more you play, the better you get at the game. Over time, you score more and more ringers until you are close to unbeatable. That is, unless you find yourself up against another ace horseshoes player. Because this is a hidden skill, you won't know until you challenge them or join a game.

Note

Watching a horseshoes match does not contribute to skill development.

Snowboarding

- Levels: 2
- Available Age: C, T, Y, A, E

Ready to get extreme? When winter comes (or you have some extra Simoleons to install a half-pipe on your lot), strap a snowboard to your feet and hit the powder. The Snowboarding skill has just three levels, if you count the first progress between zero experience and that first level.

Whenever your Sim climbs into the half-pipe and starts to shred, they develop the semi-hidden Snowboarding skill. At first, your Sim simply gets on their board and just goes back and forth in the pipe without performing any tricks. In fact, it's not uncommon for them to fall from time to time. And if there's a crown on-hand, there may be a few groans from the peanut gallery.

However, after practicing some more and filling the progress meter, the Sim moves into the first full level and indeed falls a lot less. At this point, they begin attempting tricks every so often when they reach the lip of the half-pipe. Tricks consist of grabs, spins, and awesomes. When your Sim fills the bar again and tops out the Snowboarding skill, they never fall, and they perform a lot of tricks to the delight of both you and any onlookers.

Skill	Age Available	# of Levels
Snowboarding	C, T, Y, A, E	2

Skating

- Levels: 6
- Available Age: C, T, Y, A, E

In Seasons, there are two types of skating: roller skating and ice skating. Skating in Seasons is a shared skill. Skill development while ice skating transfers over to roller skating when the seasons change, and vice versa. So no matter the outdoor temperature, skating builds the overall semi-hidden Skating skill.

There are two types of rinks: ice and roller. These are featured in the seasonal festivals you see at the designated festival lot in town, such as Central Park in Sunset Valley. While these rinks appear at festivals associated with their seasons, such as the Ice Skating Rink during winter, they can also be purchased and placed either on a community lot or a home lot for personal use. If you are serious about developing the skating skill, or you just find it gives you (and your Sims!) immense pleasure, by all means, splurge for a rink at home.

Note

The Ice Skating Rink remains icy year-round. It does not melt in summer, nor does it convert into a roller rink.

When you first step out onto the rink, your Sim typically just skates in a little loop. But like any skill or skill-based activity in The Sims 3, the more you skate, the better you become at it: less falling, smoother moves, better tricks. As you build the career, you will see these messages, indicating your progress:

Skill	Age Available	# of Levels
Skating	C, T, Y, A, E	6

These interactions with the skating rinks help develop the skill:

Skate/Skate with: The most basic interaction on the rink. When selected, Sims strap on their skates and start moving around the rink in the same direction as the other skaters, if others are currently skating. If this is early in the Sim's skating "career," they often stumble around. However, note that meter above your Sim's head. That is the development bar for the semi-hidden skill. As Sims get better, they stop slipping. Sims can also choose to skate with another Sim, which not only satisfies Fun, but also the Social need.

Join/Ask to Join: You can either choose to join another skater or ask another Sim to join you in skating.

Change Direction: When the rink is empty, you can set the direction you want to skate. With this interaction, you can set whether you want to skate clockwise or counter-clockwise.

Spin/Spin with: While skating, you can choose to do a spin move. This sends your Sim to a spot on the rink where there is enough room to spin. Depending on your skill level, you can perform a wobbly spin (if low skill level), perform a tight spin (medium), or a layback spin (high skill). After the spin the Sim returns to skating in a loop. If you opt to spin with another Sim (and this request cannot be rejected), you link arms and start to spin around for a few moments. If one of the Sims has a low Skating skill, there is a chance both will stumble. But if both are decent skaters, they can pull off some rather graceful spins. Spinning with another Sim is Fun, satisfies Social, and boosts LTR.

Watch: Sims enjoy watching other folks skating. They react to the different skaters, cheering special skating moves or wincing when Sims stumble. If you have Pets installed, major pets will even watch skaters.

Water Balloon/Snowball Fight

- Levels: 3
- Available Age: C, T, Y, A, E

Whether it's snow or sunshine—or any weather in-between—Sims love to have ball fights with each other. In winter, these are naturally snowball fights. In the other seasons, Sims trade in snowballs for water balloons and have a hoot just splooshing each other. And while playing, they not only have Fun, but fulfill Social needs and build LTR with other Sims.

Skill	Age Available	# of Levels
Water Balloon/Snowball Fighting	C, T, Y, A, E	3

There is an actual arena for throwing snowballs or water balloons, and you will see these arenas at festival grounds (or you can buy the Family Fun Water Arena in Buy Mode to place on your lot). It's a wall that divides two Sims or two teams, as they duck, dodge and throw, attempting to make contact with the opposing side. However, snowball and water balloon fights can occur almost anywhere outdoors. All you need to do is click on another Sim and select which type of "ball" you wish to throw at them. Weather dictates whether or not you get access to snowballs. You can only throw snowballs when there is a decent amount of snow on the ground. You cannot have a snowball fight in a slight dusting. You can have a water balloon fight at any time.

Note

Daredevil Sims can have Extreme fights while Evil Sims have rather nefarious-sounding Evil Snowball Fights or Evil Water Balloon Fights.

When you select another Sim outside (not at the designated arena) and start playing, you typically get the drop on them. But that first throw is the last freebie you get. Once engaged, your opponent will return fire! If you select a partner while you are inside, you will both head outside and square off for the match. Now, in this case, there is an LTR check. If you have a really low LTR, the other Sim can reject the offer to have a match. That causes a small LTR hit.

When you start playing with other Sims, you throw, dodge, get hot, and evaluate the "battlefield" for your next target. If you are playing with two or more other Sims, you may actually click on an opponent and choose Target. Otherwise, the water balloon or snowball fight unfolds automatically with you heavily reliant on your skill development (which indeed starts developing the moment of your first throw) to increase your hit-miss ratio.

Now, in addition to the developed semi-hidden skill, some traits and moodlets also affect how your Sim (or other Sims) perform in a snowball or water balloon fight:

Effect	Trait	Moodlet
Increase hit/dodge rate	Athletic, Lucky, Brave, Daredevil, Disciplined	Good Nectar, Bad Nectar, Adrenaline Rush
Decrease hit/dodge rate	Clumsy, Absent-Minded, Unlucky, Evil, Hates the Outdoors, Hot-Headed, Loser	Bored, Brain Freeze, Exhausted

In addition, some supernatural or non-human Sims have some additional wrinkles when participating in snowball or water balloon fights:

- SimBot (Ambitions): These Sims have naturally higher accuracy when throwing because of their machine nature. They are also more adept at dodging. However, if they are hit, there is a chance they will short-circuit.
- Mummy (World Adventures): Mummies get Soaked whenever hit by a snowball or water balloon. And for mummies, that's a problem.
- Ghost: Snowballs and water balloons may pass right through ghosts, but it still counts as a hit.

Team Play

When you opt to play at the arena, you can choose the Compete interaction to make things count. You and your opponent(s) split into two teams and square off on opposite sides of the wall. Then the match starts. You may Target if there are enough players in the match. You then play until one side gets enough hits to score 100 point. And if teams are uneven—say, two against one—hits from the single player are worth a little more than hits from the team with two players.

The Sims on the winning team get the positive In Your Face moodlet. If your side wins and you were the last player standing, you get the One Sim Army moodlet instead. If played at a festival, everybody receives Festival Tickets. However, the winners definitely receive more than the losing Sim/team.

When you compete with other Sims, you satisfy Fun and Social needs, although it does drain Energy. Competing with other Sims at the arena definitely develops the semi-hidden skill.

Brownie Bites

The All Weather Champion Lifetime Reward is extremely helpful for Sims who want to master these skills. This reward, which costs only 10,000 Lifetime Happiness points, naturally improves all of these semi-hidden skills (except horseshoes because that's a non-seasonal activity).

Photography Skill Update

If you have World Adventures installed, you can develop the Photography skill. Because skills can be carried over across expansions, the Photography skill offers a new photo collection for players to complete in Seasons. The photos you need to take in Seasons to complete the new Tis the Season collection are:

Snowy Day: Deep-level snow plus a winter-related object, such as a snowman, snow angel, ice skating rink, snowboard half-pipe, or igloo.

Autumn Leaves: Unraked leaves or fallen leaves beneath a tree.

Festival: Three festival objects on a festival lot, such as an Apple Bobbing Tank, eating contest booth, face painting booth, Snow Cone Machine, concession stand, missing booth, etc.

Snowball Fight: At least one Sim throwing a snowball.

Fun in the Sun: A sunny day, plus either a Sim on the Inflato Aqualounge or swimming in the ocean.

Rainy Day: Sim holding an umbrella out in the rain.

Spring Dance King: The crowned king of a spring dance at the festival.

Spring Dance Queen: The crowned queen of a spring dance at the festival.

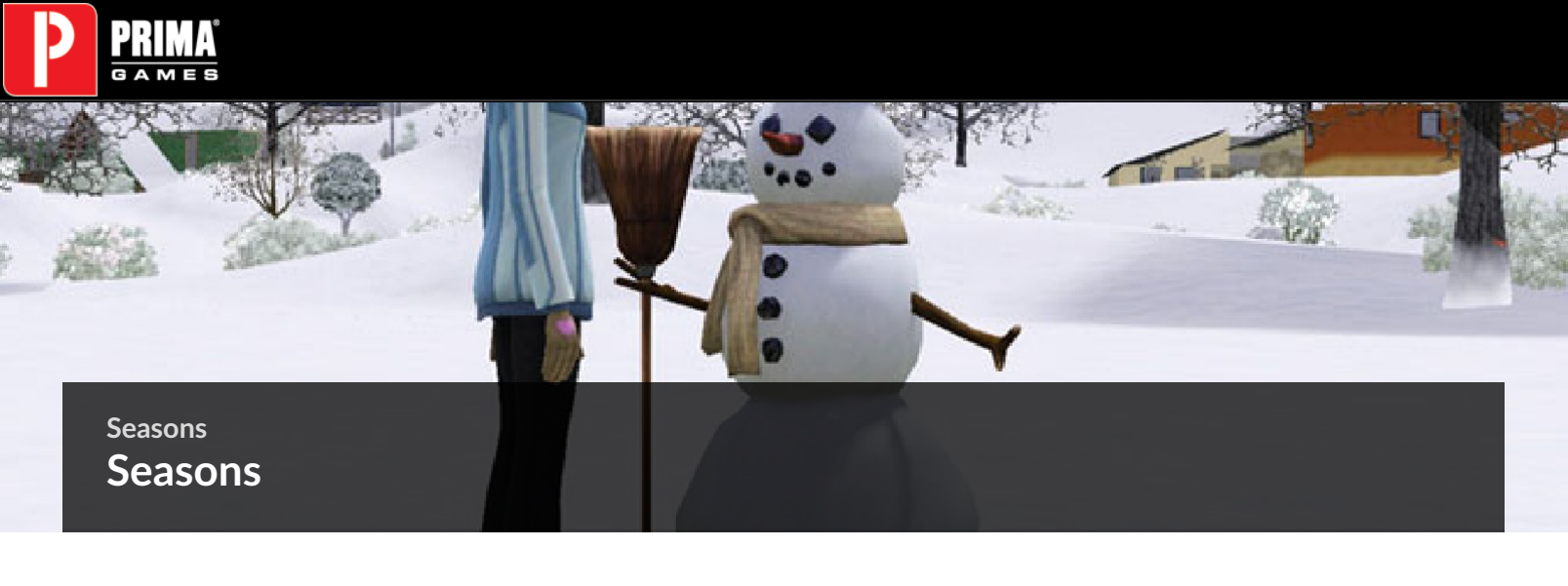
Aliens: Either a UFO or an alien.

Seasonal Party: Any active seasonal party, such as pool party, costume party, gift-giving party, or feast.

Haunted House: Haunted house object at fall festival.

Game of Horseshoes: At least one Sim playing horseshoes.

Serious Competitive Eating: At least one Sim participating in an eating contest at a festival.



Seasons

Seasons

Change is constant. Very few things in this world exist in static form, unbending to progress. Time is certainly such a construct. Ever moving, leaving change in its wake. The Sims 3 celebrates this change, as Sims are born, are defined by their experiences—those they create and those that happen through no fault of their own, and then pass on, leaving a narrative behind worth remembering.

Seasons enhances the narrative of your Sims and your town through the introduction of, well, seasons. But seasons here are not just about changing weather and falling leaves, although those things are very much big features in this expansion. The course of a year, and all of the changes that brings, are elevated by the arrival of and the fun that comes with each of the four seasons. The hopeful wildflowers of spring. The laughter of a summer day livest to its fullest. The reflection inspired by autumn's transformation. And, ultimately, the cold nights of winter where warmth is found not just in a roaring fire, but in hearts of those we love.

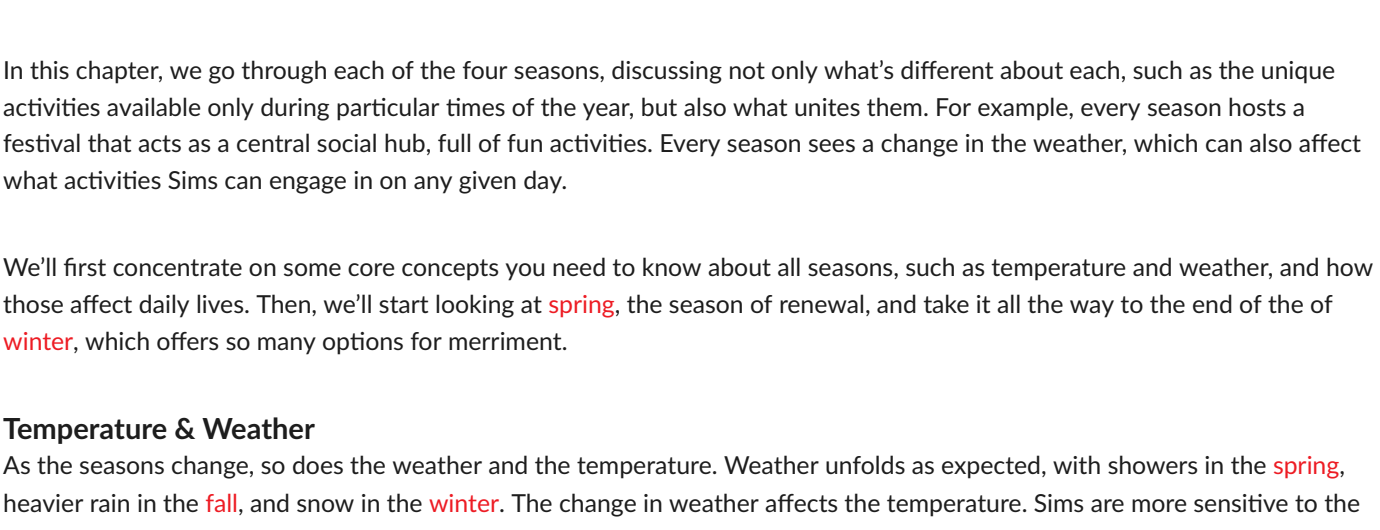
In this chapter, we go through each of the four seasons, discussing not only what's different about each, such as the unique activities available only during particular times of the year, but also what unites them. For example, every season hosts a festival that acts as a central social hub, full of fun activities. Every season sees a change in the weather, which can also affect what activities Sims can engage in on any given day.

We'll first concentrate on some core concepts you need to know about all seasons, such as temperature and weather, and how those affect daily lives. Then, we'll start looking at spring, the season of renewal, and take it all the way to the end of the of winter, which offers so many options for merriment.

Temperature & Weather

As the seasons change, so does the weather and the temperature. Weather unfolds as expected, with showers in the spring, heavier rain in the fall, and snow in the winter. The change in weather affects the temperature. Sims are more sensitive to the temperature than you might expect, though, so be sure to read through this section to understand how the change in seasons can affect their lives.

Weather



The change in temperature and seasons also affects the weather. Now, Sims will experience rain, snow, fog, lightning, and more as the year progresses. These new weather patterns have many effects on the daily lives of Sims, such as influencing behavior, opening up new activities (making snowmen, etc.), and even causing potential risk to life and limb.

Note

Weather may change the appearance of your lot in Live Mode, but all effects disappear when you jump into Build or Buy Mode.

Check out the effects of weather, such as snow, in Map View!

Though certain weather patterns occur during particular seasons, such as snow in winter, there are occasions when weather is as unpredictable in your Sim city as it is in our own changing world. You may experience snow in-game during late fall or early spring.

Tip

Want a weather forecast? Poke your head into a newspaper, look at the television, or check the computer to see if there's a chance of rain or snow in the near future. Hail, on the other hand, cannot be predicted.

Clouds can be an early indicator of changing weather. Rain is typically preceded by the gathering of clouds. Clouds remain heavy in the sky during the course of rain (as well as hail and snow). However, the presence of clouds does not necessarily mean that precipitation is imminent. Sometime the sky just turns overcast—and stays that way.

Rain

Raindrops keep fallin' on my head...

Though rain typically occurs during spring and fall, precipitation can occur any time of year—even a surprise shower during the summer. There are a few levels of rain, from a slight drizzle to driving rain that just seems to come down in buckets. Light rain is not really a big deal, but when rain gets quite heavy, Sims don't necessary like being out in it. In fact, if they step outside, they are drenched and get the Soaked moodlet. This is a negative moodlet. The heavier the rain, the quicker the Soaked moodlet kicks in.

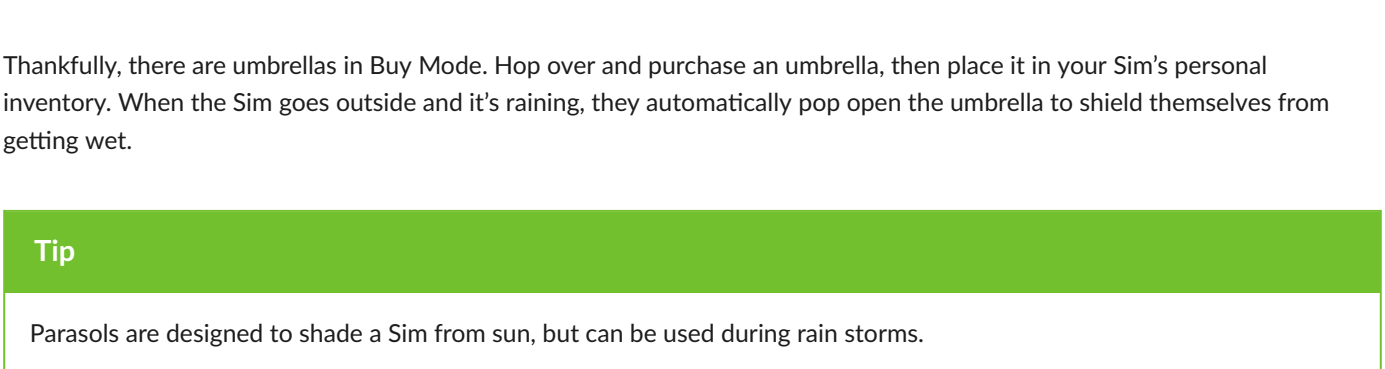
Thankfully, there are umbrellas in Buy Mode. Hop over and purchase an umbrella, then place it in your Sim's personal inventory. When the Sim goes outside and it's raining, they automatically pop open the umbrella to shield themselves from getting wet.

Tip

Parasols are designed to shade a Sim from sun, but can be used during rain storms.

Note

Insane or Daredevil Sims may ignore the natural impulse to use an umbrella in the rain.



Rain leaves behind puddles all over town. Sims can splash in puddles or just walk around them. If you choose the Splash interaction on a puddle, your Sim will jump around in it, which provides a small amount of Fun. While you can direct your Sim to splash any puddle, Sims will only autonomously splash puddles on their own lots. You must actually direct them splash puddles around town.

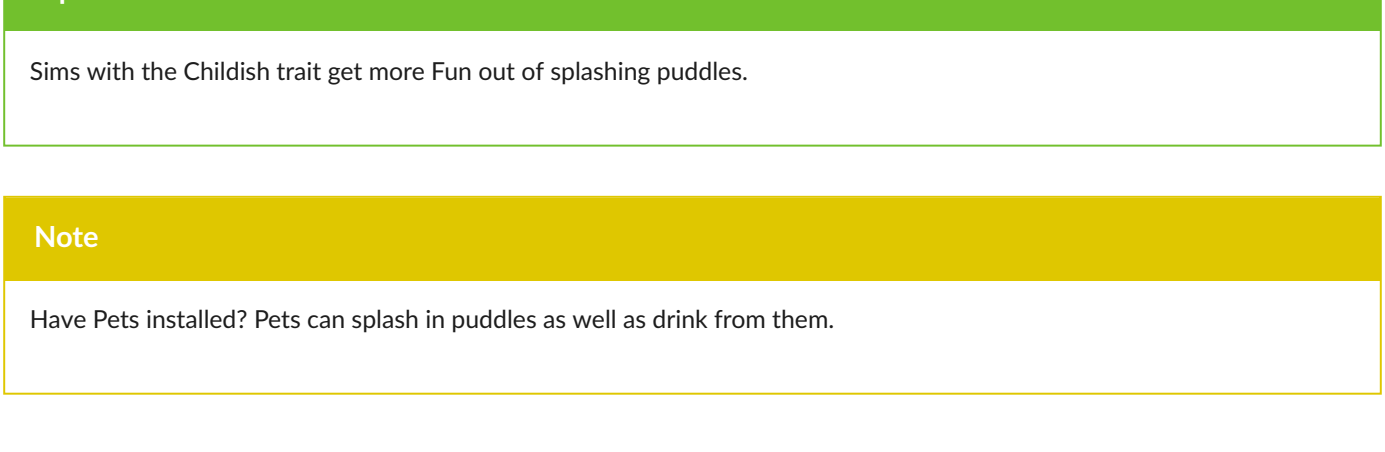
Tip

Sims with the Childish trait get more Fun out of splashing puddles.

Note

Have Pets installed? Pets can splash in puddles as well as drink from them.

During heavy rain, there is a chance that lightning may occur. You'll see a flash in the distance and then hear the roll of thunder. Pretty exciting, right? Well, yeah—until it starts happening around town. Or worse, on your lot.



When lighting strikes the ground, it leaves behind a scorch mark. If it hits an outdoor object, it either breaks it or burns it. An outdoor toy or furniture, for example, will be reduced to cinders. Lightning strikes can start house fires, too. So during a storm, keep an eye on the house to make sure nothing bad happens.

Now, there is a chance—though small—that Sims will be struck by lightning. When lighting is about to strike, the Sim gets hyper-aware that something seriously wrong is about to happen. And that's when they're speared by lightning.

Sims holding an umbrella are more likely to be struck. If they are holding an umbrella when it happens, the umbrella is burned. A lightning strike gives the Sim the singed state, which includes the Singed moodlet. If a Singed Sim is hit by lightning, they are electrocuted and die.

Note

Easily frightened Sim get Terrified during thunder and lightning.

Lucky Sims are less likely to be hit by lighting, while Unlucky Sims have a greater chance to be struck. Pregnant Sims are never struck by lightning, and neither are babies, toddlers, or children. Lighting does not strike pets or Sims who are currently riding a horse.

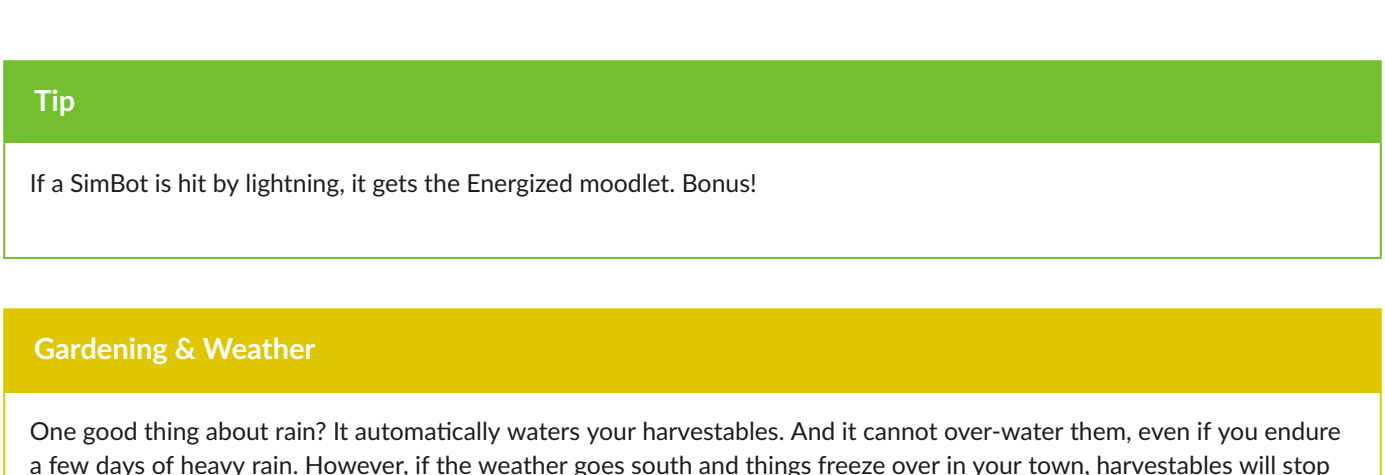
Tip

If a SimBot is hit by lightning, it gets the Energized moodlet. Bonus!

Gardening & Weather

One good thing about rain? It automatically waters your harvestables. And it cannot over-water them, even if you endure a few days of heavy rain. However, if the weather goes south and things freeze over in your town, harvestables will stop growing. They don't die, mind you. They just stop producing fruit or vegetables. Thankfully, they also stop getting weeds, too. As soon as the temperature rises above freezing, harvestables thaw and return to normal behavior and growth patterns.

Hail



If there is a chance of precipitation and there's a sudden cold snap, you will experience hail. If you think Sims don't necessarily like rain, wait until you see them in a hail storm. Sims lift umbrellas to shield their heads and make for the nearest indoor area.

Hail does not leave behind puddles.

Snow

When temperatures plummet, the likelihood of snow increases. Though typically snow only occurs during winter, it can fall on cold days during spring or fall. When snow starts falling, you'll see a light accumulation on the ground—a mere dusting. However, as snow keeps falling, and increases in intensity, snow will gradually accumulate until it's a few feet deep. Snow accumulates on your roof, on the streets, and on top of anything outside. The freezing will also cause icicles to appear along the edges of rooftops.

Note

Unlike rain, many Sims greet snow with delight and smiles—especially children because snow can cancel school.

When snow accumulates on the ground, Sims can go outside and play in it. And not just children. Adult Sims have fun walking outside and making snow angels, building snowmen, and having snowball fights. We'll go over more of these activities in the "Winter" section of this chapter.

Note

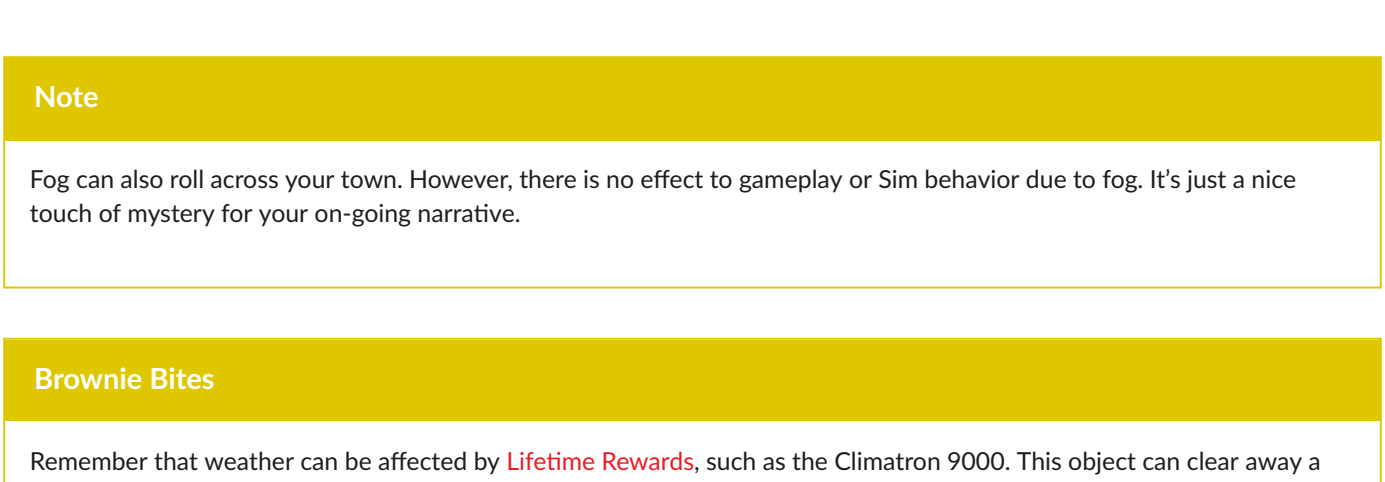
Fog can also roll across your town. However, there is no effect to gameplay or Sim behavior due to fog. It's just a nice touch of mystery for your on-going narrative.

Brownie Bites

Remember that weather can be affected by Lifetime Rewards, such as the Climatron 9000. This object can clear away a storm or invite some rather nasty weather. It's all up to your whims once this reward is parked on your lot!

Sim Temperature

While the weather outside is easily determined by either checking the immediate conditions or rolling the mouse over the Season icon beneath your Sim portrait, there is a second, non-forward-facing feature that can greatly affect gameplay: Sim temperature. Sims have their own internal temperatures that determine comfort, encourage activities and socials, and can even affect health.



Imagine that Sims have an internal temperature scale that ranges from 0 to 200. Blissful comfort exists at the median, 100. Not that going a little bit in either direction just wrecks a day. Not at all. Sims don't mind a bit of heat, and a little chilly weather isn't going to inspire hopelessness. But as that temperature slides toward the extremes on either end of the scale, things can get pretty rough for a Sim. This internal temperature is broken into these seven ranges:

- Freezing
- Cold
- Chilly
- Neutral
- Warm
- Hot
- Burning Up

As a Sim moves up and down the range, moodlets reveal the internal temperature. For example, Getting Chilly and Getting Warm indicate that your Sim has moved off of neutral. No big deal. Warm and chilly are totally acceptable states. But they are indicators that your Sim could be on their way to discomfort or other unpleasantness. Sims who stay out in the cold too long can soon become Frostbitten, or even worse, Frozen Solid.

Brownie Bites

Now, as you saw in New Simology, certain things disrupt that natural internal temperature. Sims can have the Loves the Cold or Loves the Heat traits, which affect how much they are negatively affected by certain weather and temperatures. Plus, you can purchase Lifetime Rewards that prevent a Sim from being negatively affected by particular temperatures, like extreme cold or hot.

Note

By the way, babies and toddlers may feel changes in temperature, but they are—to a degree—immune to some of the tougher effects of temperature changes. For example, a baby in the cold will not freeze.

Whenever a Sim is indoors, their temperature starts moving back toward 100, or neutral. This is just a natural occurrence. In fact, it's a reliable way to deal with changing temperatures. But as soon as they step back out into the elements, their temperature is affected by weather and external temperature. A spring or fall day will not adversely affect Sim temperature unless there is an unseasonable cold snap or heat wave. But in the height of summer or a heavy snow day in winter, those external temperatures will aggressively move the scale in their respective directions.

Have ice cream or a snow cone to bring down your Sim's internal temperature!

Supernatural Sims and Temperature

Non-human Sims introduced in various expansions or the base game are also affected by external temperature. However, some types are not affected the same as human Sims. The following Sims experience internal temperature the same as humans:

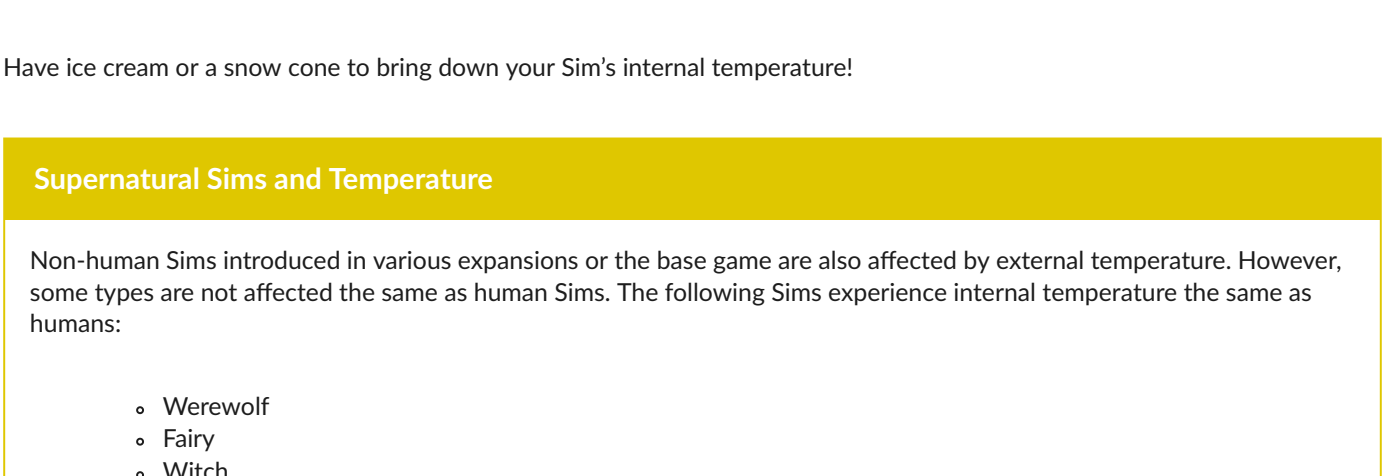
  - Werewolf
  - Fairy
  - Witch
  - Alien

Imaginary Friend (turned real)

However, these Sims have specific changes to how they are affected by temperature:

- Vampires: Vampires get hot much faster than human Sims.
- Mummy: Hardly affected by changing temperatures.
- Simbot: Hardly affected by changing temperatures.
- Zombie: Hardly affected by changing temperatures.
- Imaginary Friend (not real): Unaffected by temperature.

Cold



As the temperature drops outside, Sims will experience chills of their own. Now, the new outwear clothing goes a long way to combat dropping temperatures. As long as Sims are outside in their outerwear, they will not fall victim to the extreme cold. They'll still be cold, but at least they won't freeze!

When a Sim is outside in the cold, their internal temperature drops. But real discomfort kicks in once snow starts falling or things get close to freezing outside. When you see Teeth Chattering, that's a big indicator that your Sim is uncomfortable and needs a remedy from the cold, such as going inside or having a hot beverage.

Tip

Purchase hot beverages like coffee and cider at the Winter Festival concession stands for a quick warm-me-up!

If a Sim is out in extreme cold for an extended time, they will get frostbite. This is indicated by the Frostbitten moodlet, which is negative. Frostbitten Sims get a slight blue tint to their skin. It lasts for as long as your Sim remains outside, but as soon as they enter a house or building, the effects of frostbite start to be reversed. They may remain a little blue for a few minutes or so once they've passed through the front door, but it won't take long for them to move back toward chilly and on their way to neutral.

Note

Sims are automatically nudged to going back inside when it gets really cold. If you leave a Sim unattended, chances are good they will pick an indoor activity and pursue it.

Now if you remain in extreme cold without outerwear? Well, now you're just asking for serious trouble. If a Sim is outside for an extended time with frostbite, that means they are soon going to freeze. After an hour or so, they become frozen solid. If this happens, the Sim collapses to the icy ground and cannot move. This is a very dangerous state to be in. If Hunger tanks out while a Sim is frozen solid, the Sim will freeze to death.

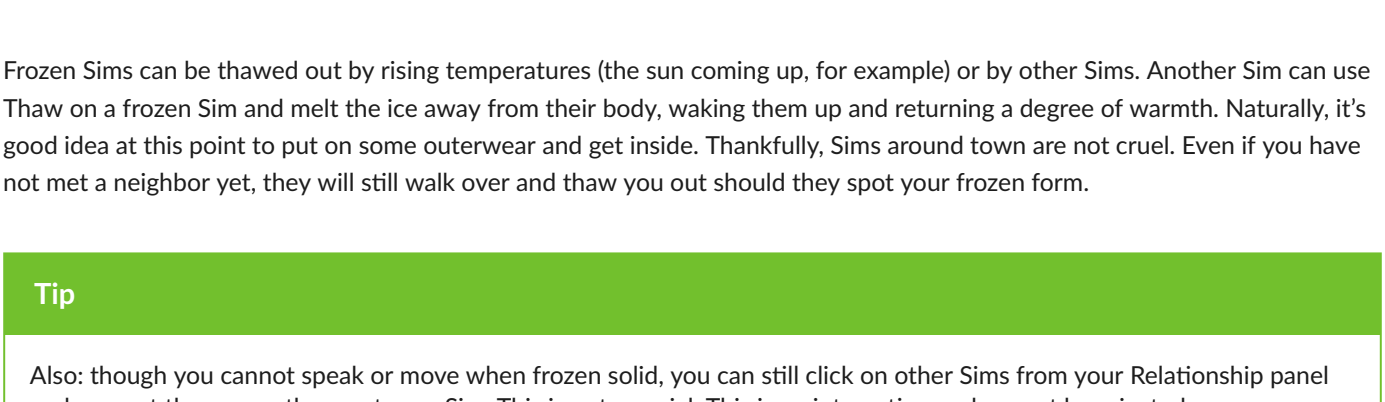
Frozen Sims can be thawed out by rising temperatures (the sun coming up, for example) or by other Sims. Another Sim can use Thaw on a frozen Sim and melt the ice away from their body, waking them up and returning a degree of warmth. Naturally, it's good idea at this point to put on some outerwear and get inside. Thankfully, Sims around town are not cruel. Even if you have not met a neighbor yet, they will still walk over and thaw you out should they spot your frozen form.

Tip

Also: though you cannot speak or move when frozen solid, you can still click on other Sims from your Relationship panel and request they come thaw out your Sim. This is not a social. This is an interaction and cannot be rejected.

Catching Cold

Now, Sims always have the chance to catch a cold, regardless of the weather or the season. But as the temperature drops, the chance of catching a cold goes up. If a Sim is chilly for a long time, there is a heightened risk of catching a cold, which is noted by the Germy moodlet. Plus, Sims with the Love the Heat trait are more likely to catch a cold.



While sick, Sims are contagious. If you are near a Germy Sim, you risk catching the cold. And that risk goes up with physical contact, especially hugs and kisses. When Germy, Nauseous, or having the Allergy Haze moodlet (brought out by allergies in the spring), you can call in sick to keep from infecting other Sims. You still get paid and there is no hit to work performance. The same goes for children/teens and school. In fact, the school will thank you for keeping the Germy kid at home.

(You can try a fake sick day at work. Use the Call in Fake Sick. Just be mindful of your surroundings when out and about. If you are on a community lot, you risk being busted. If you are spotted and it's reported back to your workplace, your boss will admonish you for it—but not fire you. Just don't expect much of a Winter Holiday Bonus. And your performance takes a hit.)

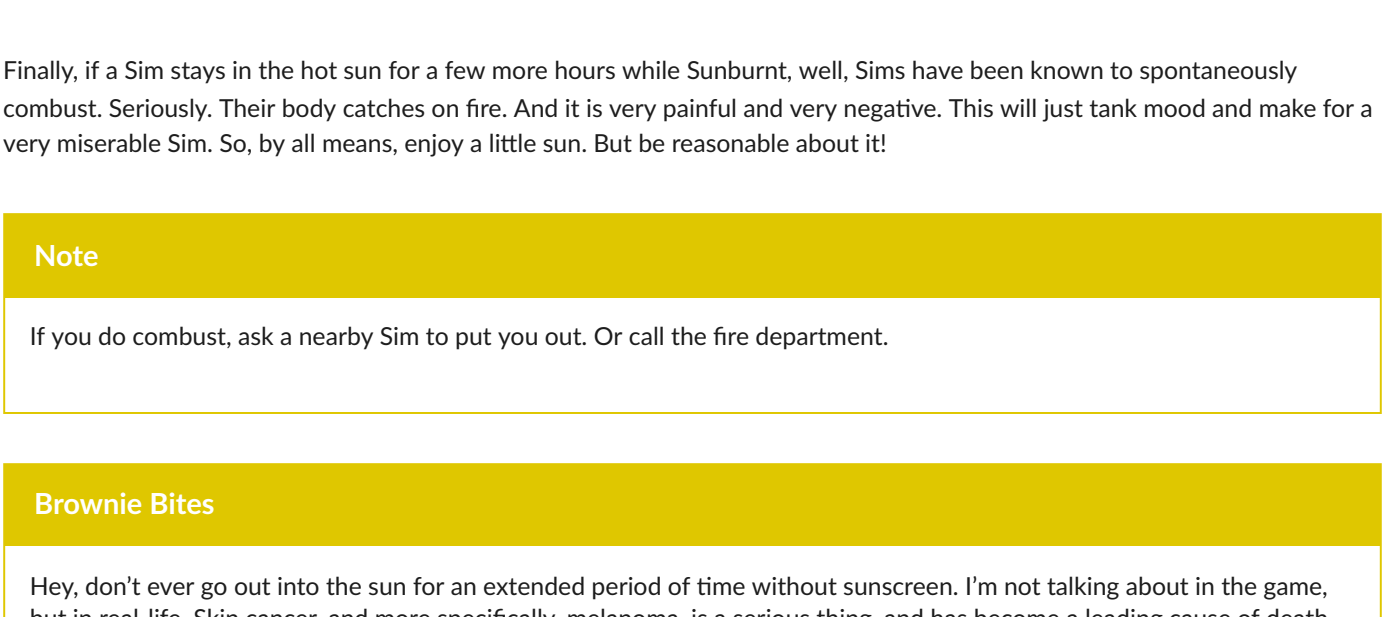
If you do get sick, stay indoors. Stay warm. This will speed the time-out for the Germy moodlet. Going outside, or worse, out into the cold, will increase the duration of the moodlet. You can also go to the hospital and request a Flu Shot. This will remove the Germy moodlet. A Flu Shot (§200) will also prevent you from getting sick for a full year. Flu Shots are only available during fall and winter.

Warm

When the sun comes out, Sims start moving away from neutral, too. Stepping out into the sun can cause the Getting Warm moodlet, which is not necessarily a bad thing. Warm is okay. But if they are outside in any clothing not swimwear or underwear, they can soon start Sweating Profusely, which tanks Hygiene and is unpleasant.

Wearing outerwear during a heat wave will drastically raise your Sim's internal temperature. This is not a good thing.

Now, if a Sim strips down to swimwear or underwear in the heat, this stabilizes internal temperature. Yes, your Sim is still warm, but it's not uncomfortable. At this point, the Sim starts to tan a little. The Suntanned moodlet indicates that they are becoming a little bronzed, which is also reflected in skin tone. Tans last for a little while before returning back to normal tone.



However, if a Sim remains outside in the sun, they will rocket past Suntanned and go into Sunburnt. This is a negative moodlet. Skin takes a reddish tone. Sunburns hurt. Because of the pain caused by contact with the skin, Sunburnt Sims will reject physical socials, like hugs. That's no good, especially if the Sim is trying to pursue romance.

Finally, if a Sim stays in the hot sun for a few more hours while Sunburnt, well, Sims have been known to spontaneously combust. Seriously. Their body catches on fire. And it is very painful and very negative. This will just tank mood and make for a very miserable Sim. So, by all means, enjoy a little sun. But be reasonable about it!

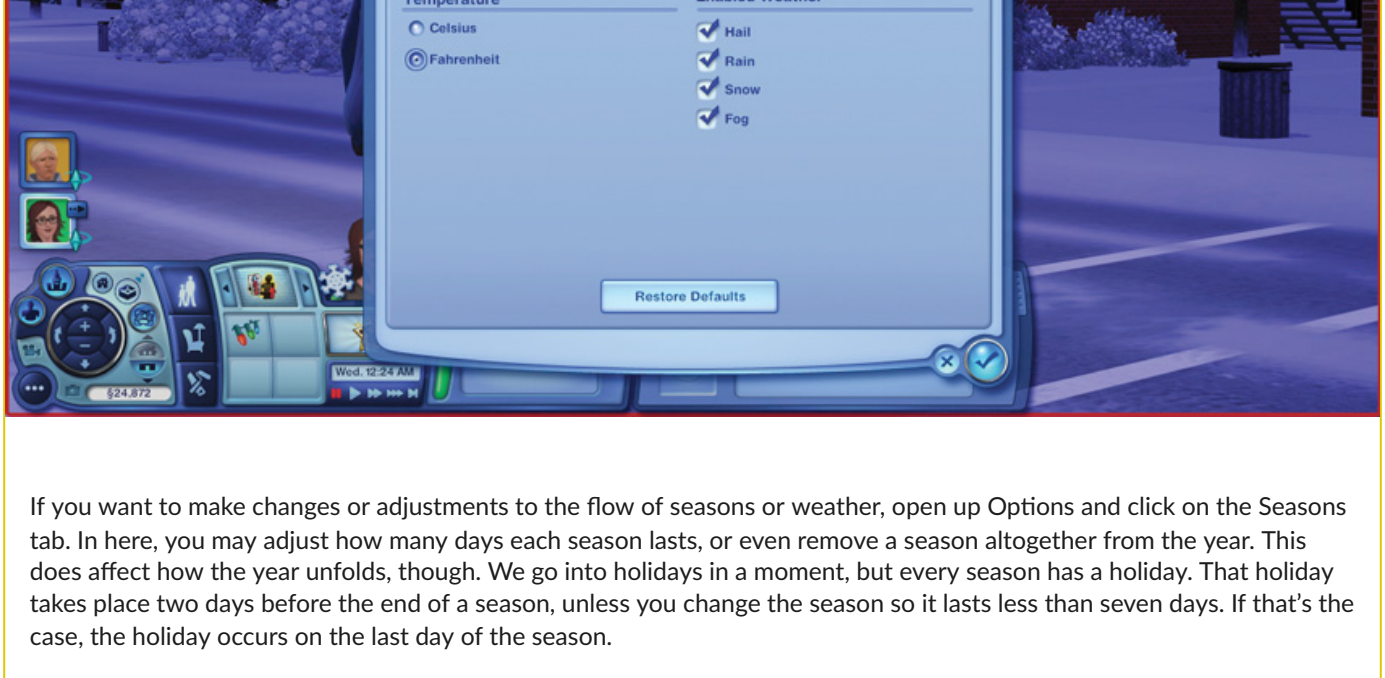
Note

If you do combust, ask a nearby Sim to put you out. Or call the fire department.

Brownie Bites

Hey, don't ever go out into the sun for an extended period of time without sunscreen. I'm not talking about in the game, but in real-life. Skin cancer, and more specifically, melanoma, is a serious thing, and has become a leading cause of death for young adults and adults, especially if it's not found early.

Weather & Season Controls



Options

Seasons Options

Total Year Length: 28 Days

- ☑ Summer 7 Days
- ☑ Fall 7 Days
- ☑ Winter 7 Days
- ☑ Spring 7 Days

Temperature

- ○ Celsius
- ● Fahrenheit

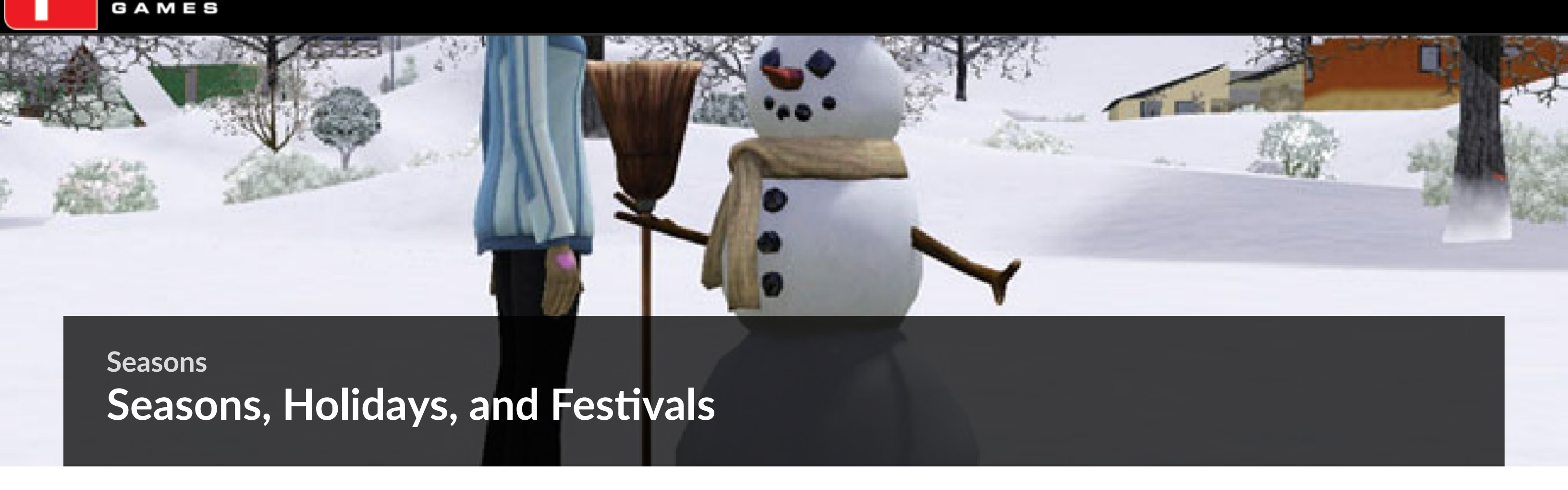
Enabled Weather

- ☑ Hail
- ☑ Rain
- ☑ Snow
- ☑ Fog

If you want to make changes or adjustments to the flow of seasons or weather, open up Options and click on the Seasons tab. In here, you may adjust how many days each season lasts, or even remove a season altogether from the year. This does affect how the year unfolds, though. We go into holidays in a moment, but every season has a holiday. That holiday takes place two days before the end of a season, unless you change the season so it lasts less than seven days. If that's the case, the holiday occurs on the last day of the season.

As for weather, you may disable specific types of weather in your town. You can shut off rain, hail, snow, and fog. (Shutting down rain removes lightning, too.) Disabling weather does not change the temperature of the season, though. If you disable snow, for example, you still have a very cold winter. You just don't get to enjoy all of the fun things you can do in the snow.

Finally, you can adjust the units of measuring temperature: Fahrenheit or Celsius. The systems are fairly different. Water freezes at 32 F and 0 C.



Seasons

Seasons, Holidays, and Festivals

Seasons, Holidays, and Festivals

There are four seasons in a year. When you begin a new game, you start in summer. The year then moves into fall, winter, and spring before circling back to summer. Every season is made up of seven days, although you may adjust the length of each season individually, or even remove a season from circulation.

Though there are features in your town that help indicate which season you are currently experiencing, your Sim portrait along the bottom the screen also displays the current season. Mouse over the Season icon (sun for summer, etc.) to see which season you are in as well as the external temperature.

When transitioning between seasons, look for changes to occur over the course of a day. Seasons do not just "click" over into the next. One day, the leaves are not suddenly brown. Everything moves smoothly from one season to the next.

In the remainder of this chapter, we look at each season. However, there are some constants in each season we should look at up-front, such as the arrival of seasonal holidays and festivals.

Holidays

Once per season, Sims celebrate a special holiday. Sims so anticipate holidays that you receive a message two days prior, alerting you that the special day is en route. At this point, the holiday is marked on your career calendar, circled in red. And when the day finally arrives, you know about it thanks not just to an audio flourish, but also the arrival of multiple benefits:

- Sims receive the holiday off from work and school. Working Sim are still paid for the day.
- Special moodlets are bestowed on Sims that day. Some of these moodlets will generate wishes.
- Certain interactions related to the season are encouraged on a holiday.
- Sims around town visit the seasonal festival in greater numbers than any other day in the season.

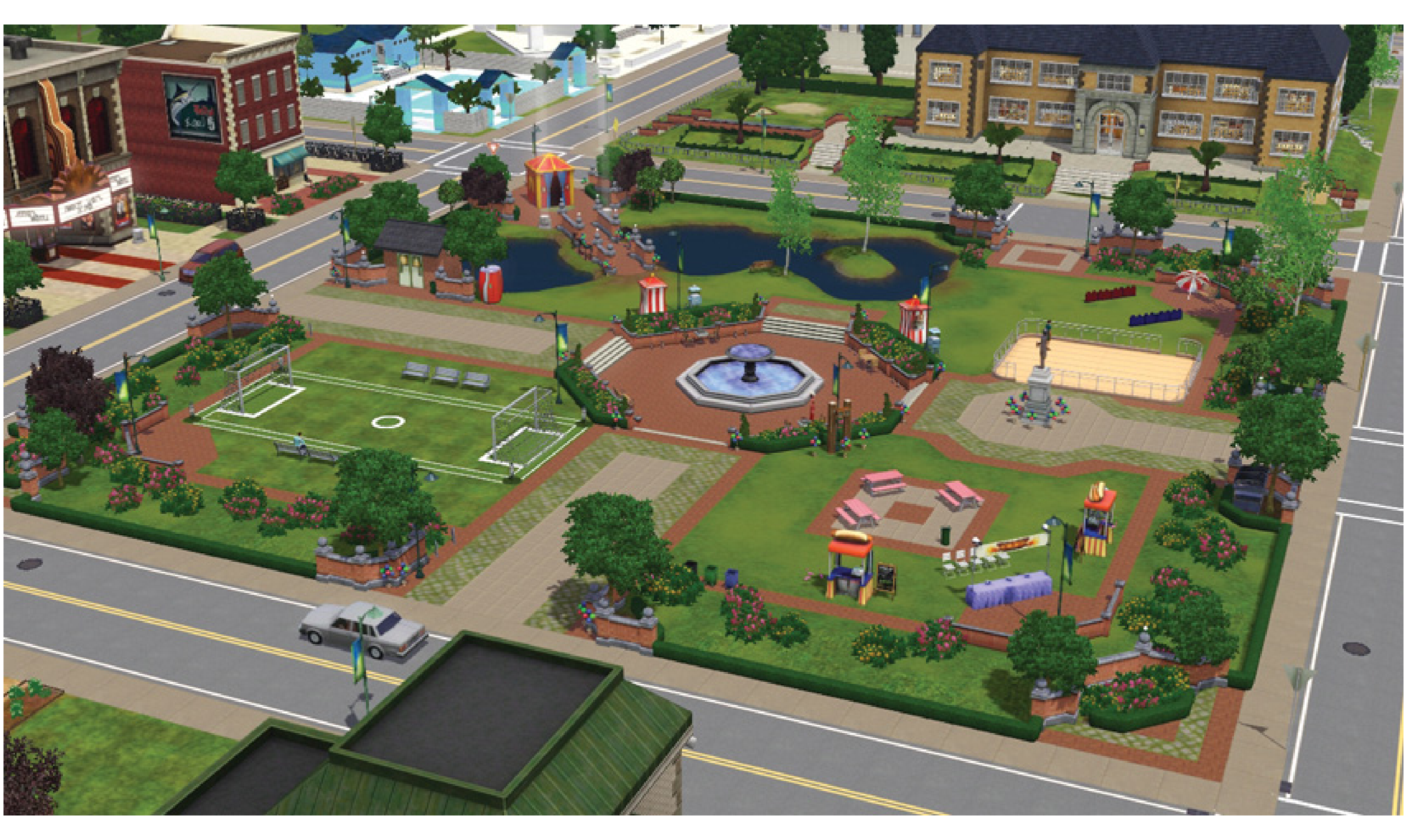
Within each seasonal section later in this chapter, we'll explore each holiday and go over the benefits given on those special days. As mentioned in the note about the Options tab, the holiday defaults to two days before the end of season as long as the season is seven or more days long. If you adjust the length of the season to less than seven days, the holiday falls on the last day of the season.

Festivals

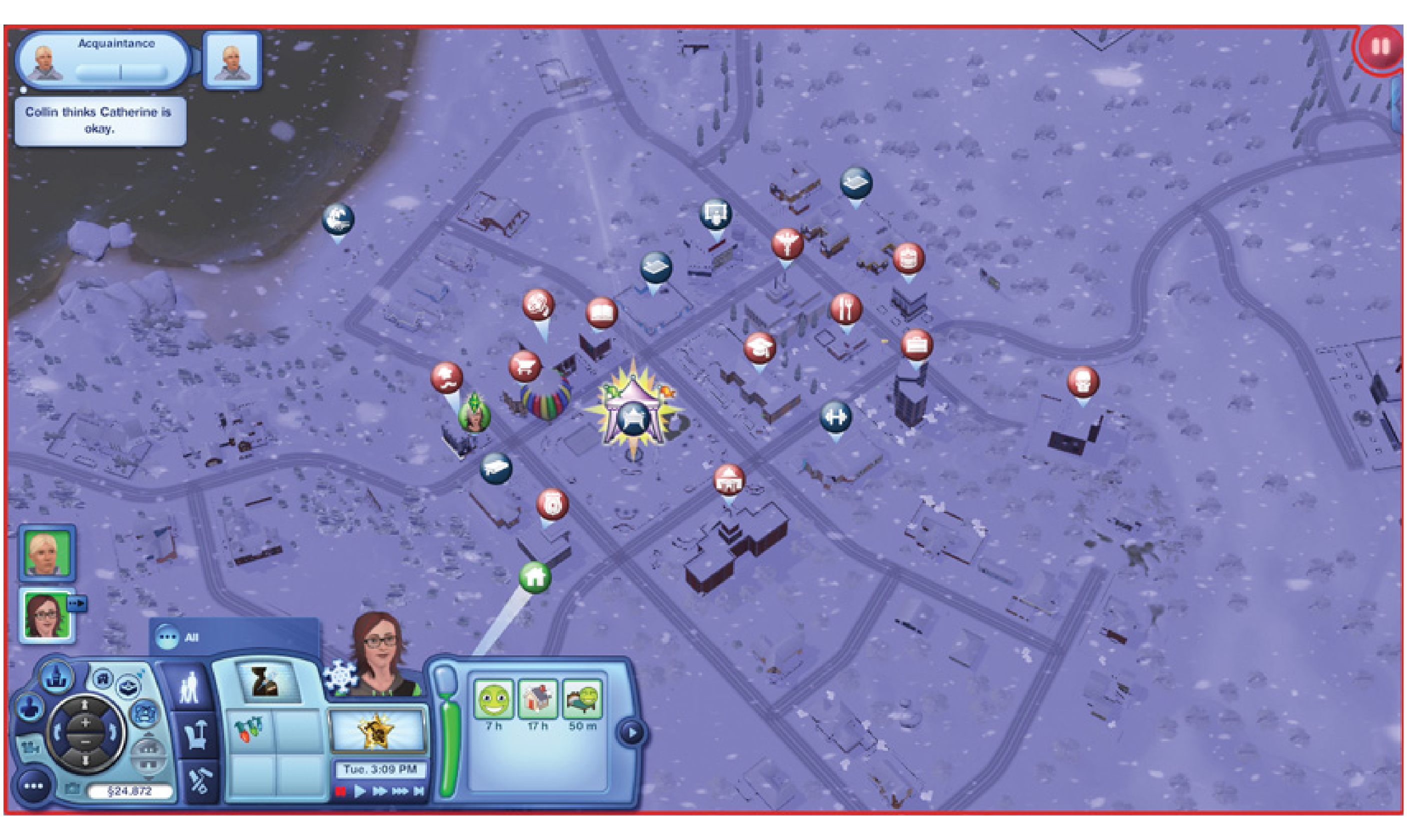
Every season is marked with a new festival, a celebration of incredible size designed to really give the community a place to socialize, relax, and have fun. Themed for the season, the festival unfolds in the largest park lot in the city. In the case of Sunset Valley, Central Plaza hosts the festival. Each of the four festivals is different, offering activities in the festival lot geared for the mood of the season, from eating contests and water balloon fights to ice skating to spring dances.

Within each season section, we'll go over the festival grounds, detail all of the possible activities, and show you how to get the most out of each celebration.

Festival Lot



Festival always take place at the festival lot. This is a special designation for each town. If you start a new game in one of the created towns (such as Sunset Valley, Bridgeport, etc.), the large park lot is always the festival lot. There is no request to make the change; it is a default decision that you cannot undo.



When in Map View, the festival lot is highlighted. Mouse over it to get details, such as opening hours.

However, if you continue an existing game after installing Seasons, you must designate the festival lot. The game will suggest replacing the large park lot with the festival lot. If you accept, the game tags the large park and that's where all festivals are held.

Should you start a new or saved game in a custom town, one you fashioned yourself, then you must designate the location of the festival lot. If you do not have a large park lot that can host the festival lot, you can choose to let the game determine one for you. This is a generic lot, but it gets the job done.

Festival Changes

Because each season has its own festival, the lot refreshes with every season. All of the decor and objects are rolled up and put away. When a season comes to a close, clean-up occurs on the festival lot. All Sims are directed away from the lot, sent home, etc. At this point, all of the objects are removed and the lot is "in construction." The following day, the lot will reopen with the new seasonal festival in place. Players will receive a message letting them know that the new festival has started. Once the town wakes up and the day begins, Sims and other townies will start visiting the festival.

Festival Activities

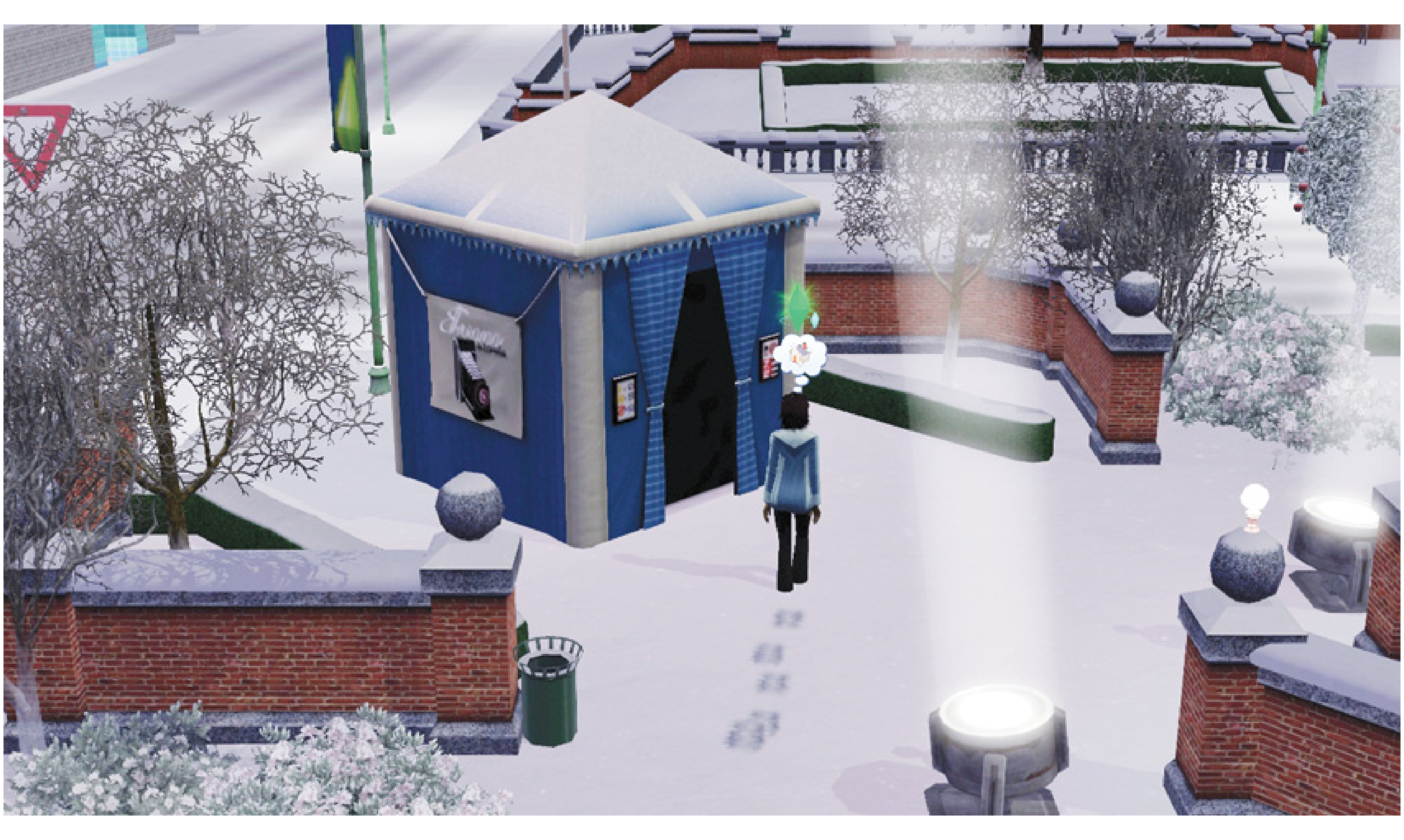
There is no admission to visit a festival. All you need to do is head over to the festival lot and have fun! Every festival has multiple activities, such as contests, concessions, photo booths, and more. Some activities at a festival do have a cost, such as buying food, but prices are not extreme.

During a festival, Sims collect Festival Tickets by participating in activities, such as bobbing for apples, engaging in an eating contest, and finding special eggs. There is only one type of Festival Ticket, and they are awarded at all four seasonal festivals. Festival Tickets can be traded for prizes at the concession stands or sold for a tiny amount of Simoleons if you drag them to the sell slot in your personal inventory. Every season uses the same tickets, but there are different prizes. For example, during the Summer Festival, you can purchase fireworks with your tickets.

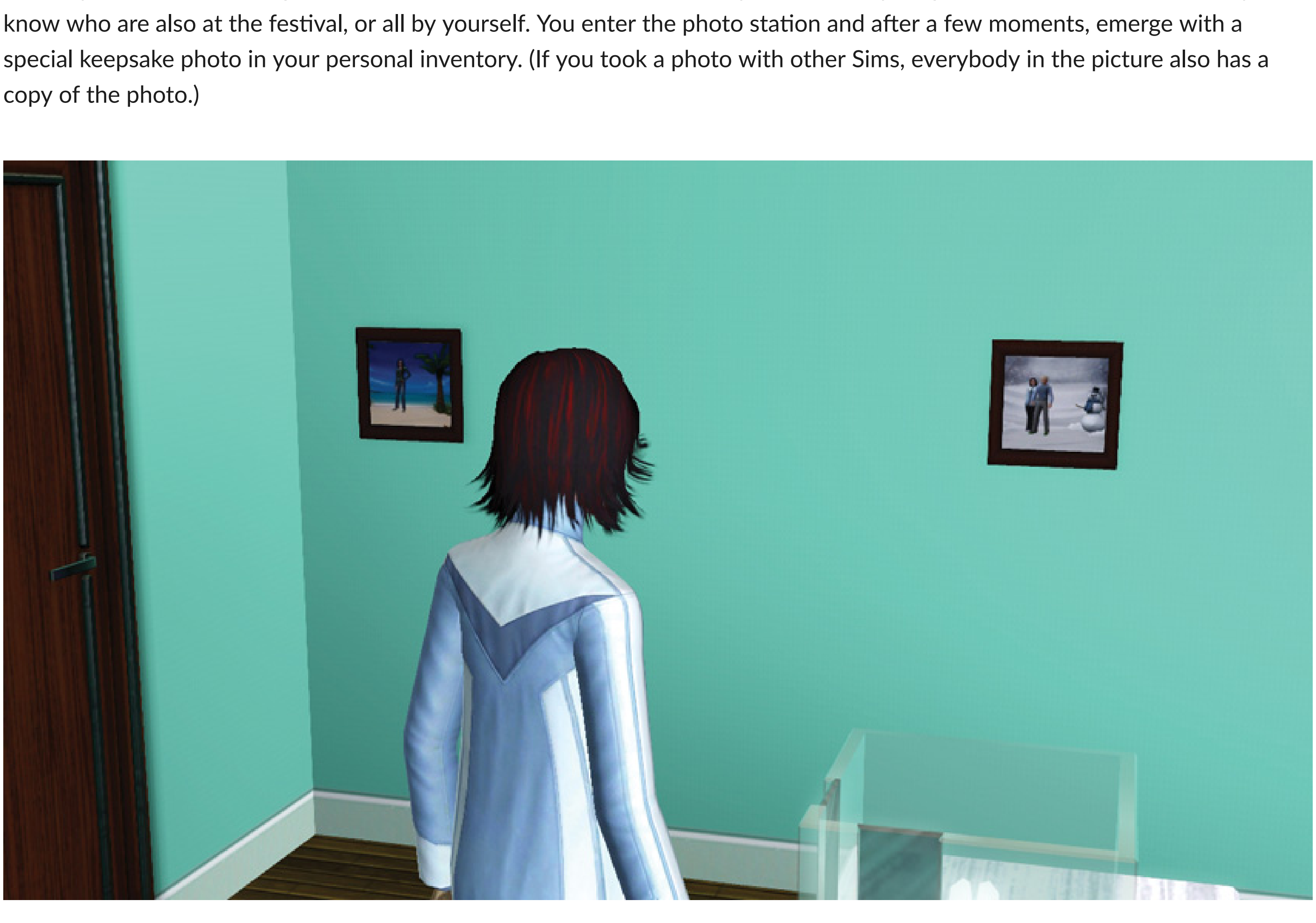
Tip

You can also buy seasonal objects like roller rinks and snowboarding half-pipes at the ticket booths. This is a great way to save some Simoleons, although it may take you a while to amass the needed tickets!

Holiday Greeting Cards

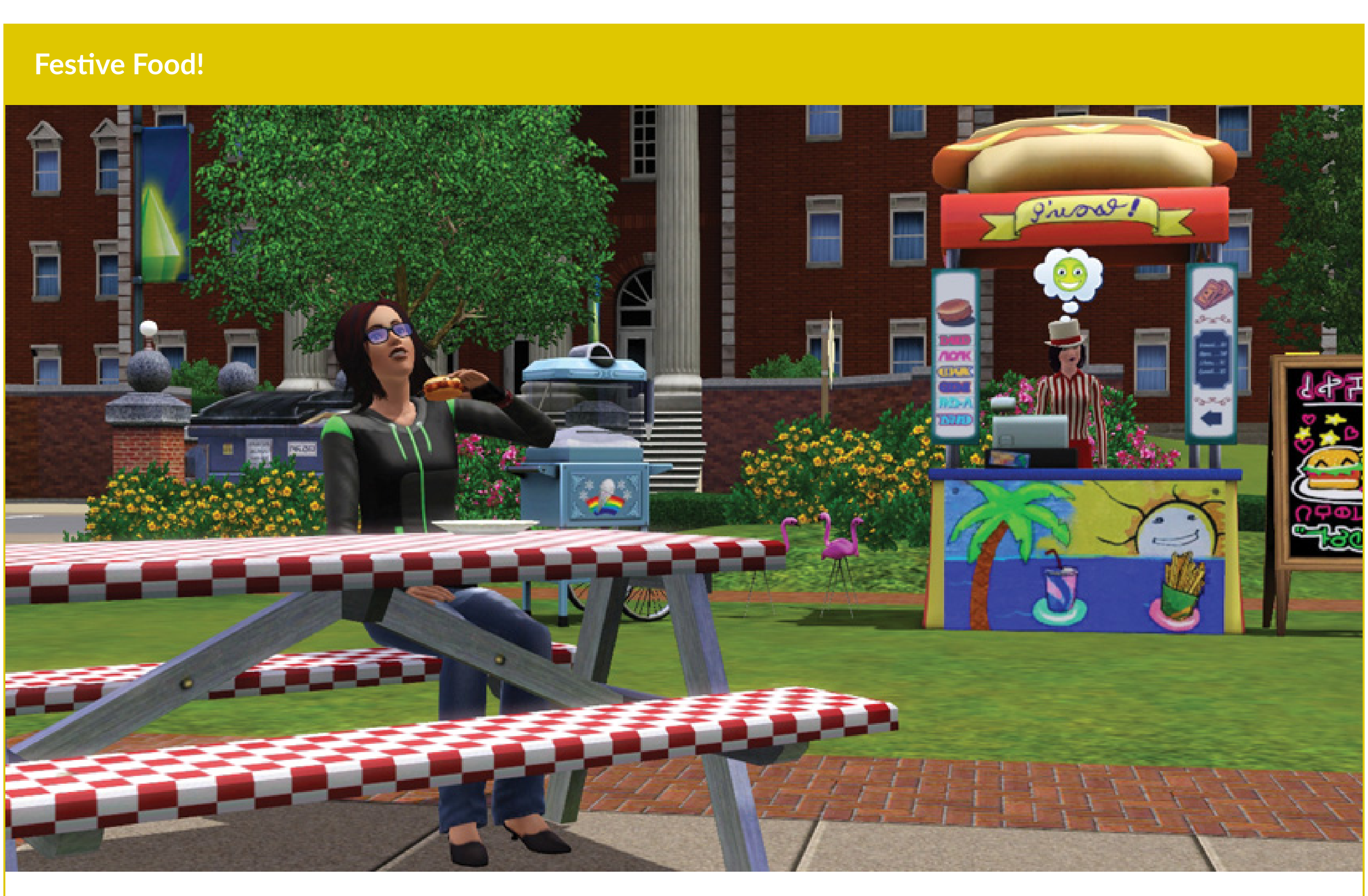


At every festival, there is a photo booth. It looks like a small tent. Here, you can have your photos taken with other Sims you know who are also at the festival, or all by yourself. You enter the photo station and after a few moments, emerge with a special keepsake photo in your personal inventory. (If you took a photo with other Sims, everybody in the picture also has a copy of the photo.)

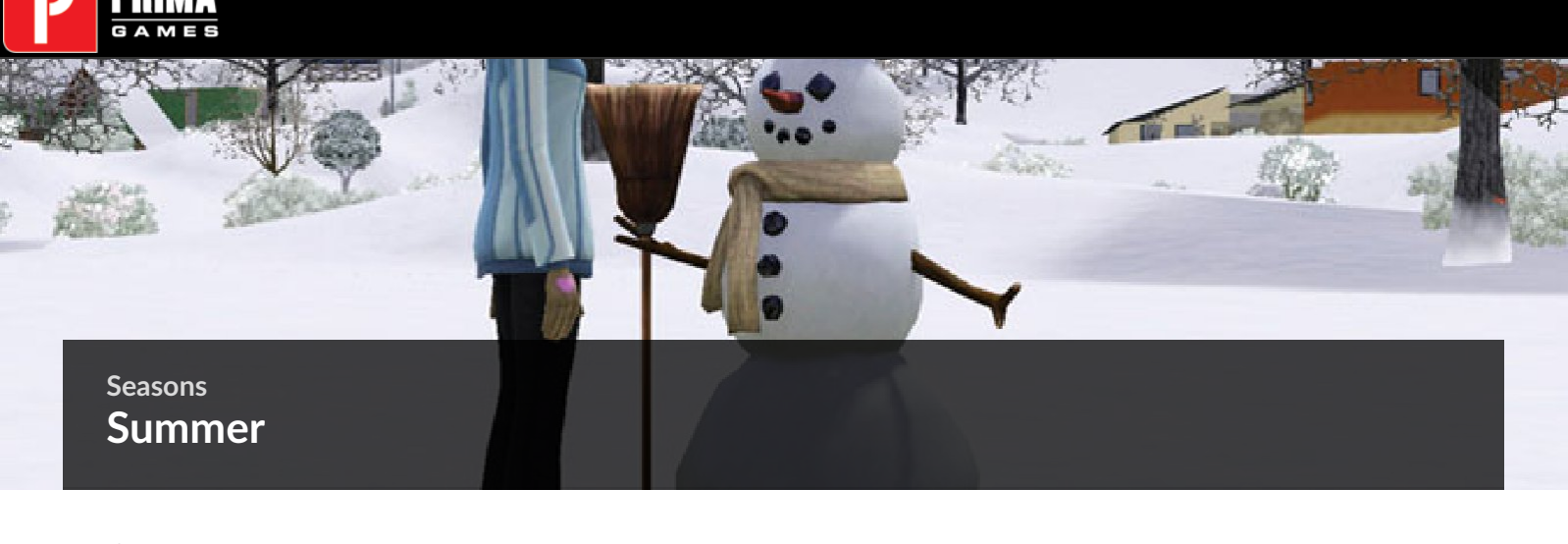


You may hang this photo on a lot, similar to the Prom Photos taken in the Generations expansion. In addition, you may also share the holiday photo online, on your wall or a friend's wall. (There are options for sharing via Twitter and Facebook, too.) Other players may also send you their holiday photos. When you receive one, a message pops up letting you know that some holiday cheer is waiting for you.

Festive Food!



With the arrival of seasonal festivals comes some new food options. In addition to the new recipe—Pumpkin Pie—you may also buy new beverages and food items. Every season has single-serving prepared food items you can buy from the concession stands, such as BBQ Pulled Pork Sandwiches during the summer and Cinnamon Donuts during the fall. Look for the festival food options to be displayed in each seasonal festival section.



Seasons

Summer

Summer

The arrival of summer is almost always welcome. What Sim doesn't like a sunny afternoon, a warm breeze on the back of the neck, and a leisurely sip on a fruit drink while waves lap their toes? Summer brings with it so much potential for fun and frivolity that Sims should definitely take advantage of everything on offer. After all, it won't be long before the sun retreats behind clouds and the leaves turn, signs that the transition to fall is most certainly underway.

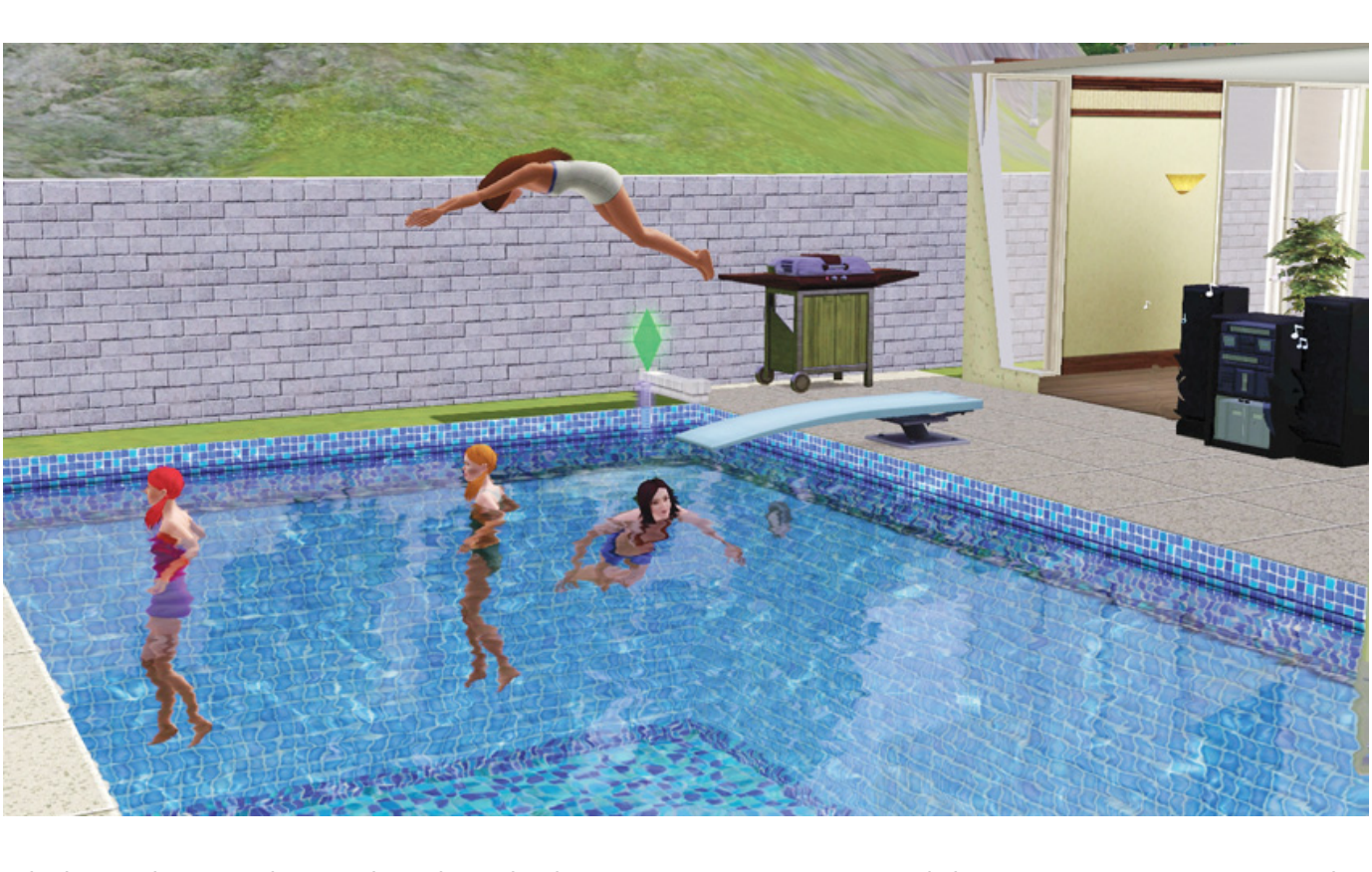
Weather Outlook

Though not without occasional clouds and even light showers, summer's skies are primarily dominated by sunshine. When the days turn particularly hot, you need to be mindful of your Sim's temperature, so they don't get too toasty. You may sit on in the sun and enjoy the warmth of a summer afternoon, but don't spend too much time out there without swimming, going inside, and keeping cool. There's a fine line between getting a little tan and getting a sunburn, which will put you on the road to serious discomfort. And should you ignore all signs of sunburn, you risk spontaneous combustion. That has the potential to seriously ruin a day. (Understatement alert!)

Summer Holiday

Toward the end of summer, Sims celebrate Leisure Day. On this day, nobody has to go to work or school—but at least working Sims still receive their daily wages. The town essentially focuses on the fine art of relaxing and having fun. Every Sim gets the Summer Fun moodlet and is encouraged to do outdoor activities such as swimming, attend the Summer Festival, and more.

Summer Party Suggestion: Pool Party



Whether you have a pool on your home lot or decide to convene on a community pool, there is a new party type for Sims who like to splish-splash: pool party. The pool party is built around swimming, so everybody will typically arrive in their swimwear. (As you might imagine, this party is not thrown at an outdoor pool during winter.) Once the pool party is underway, Sims will find great pleasure out of diving from a diving board, so make sure your home pool has one installed. And it never hurts to have at least one of the new Inflato Aqualounges, a floating pool chair, handy. Sims love these inflatable chairs! A grill is also a good object to have on-hand because though any food is enjoyable, Sims at a pool party tend to gravitate toward BBQ-style cooking.

Tip

Make sure you have music playing somewhere on the lot so Sims get the Enjoying the Music moodlet!

Ocean Swimming

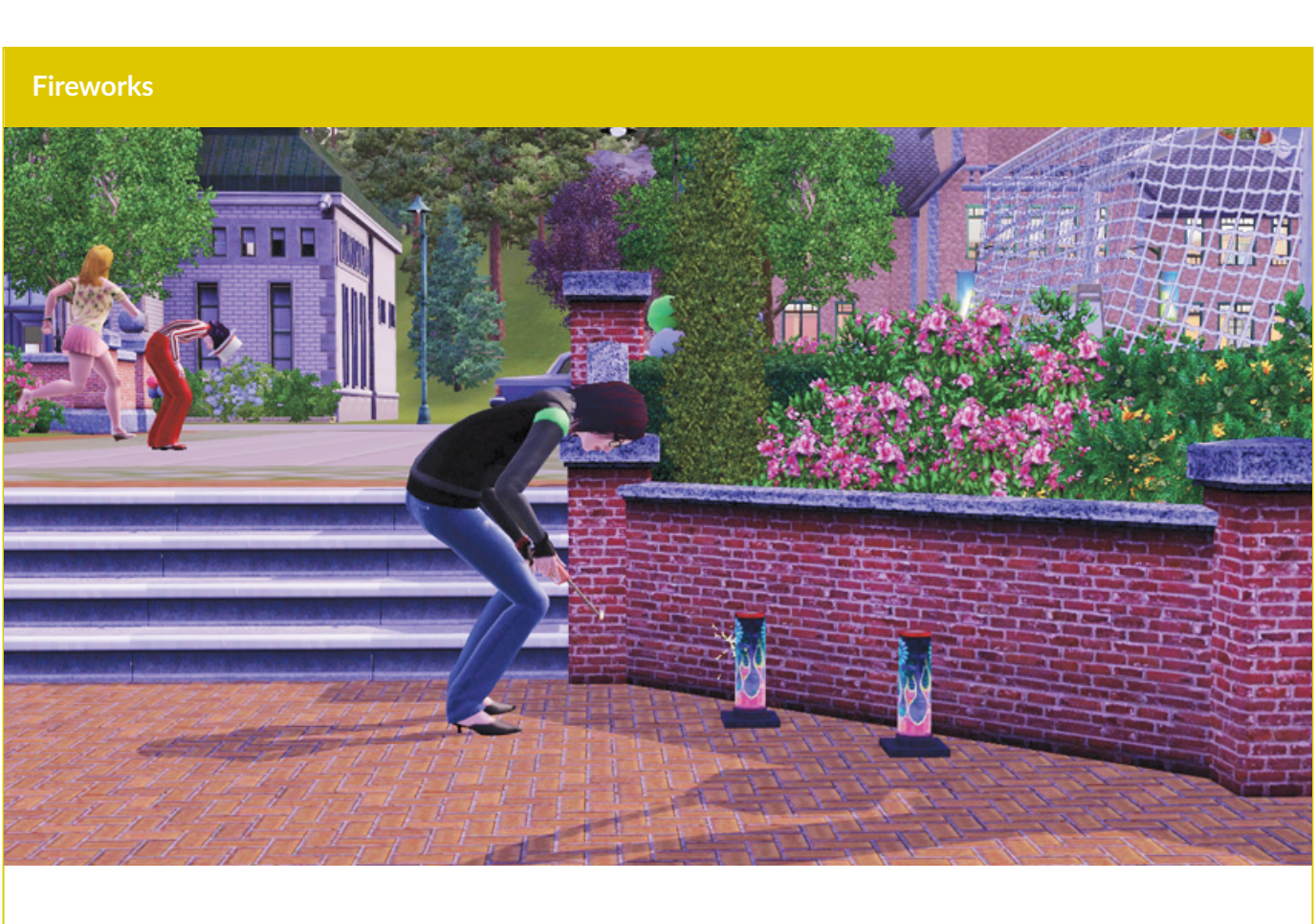
Though Sims may do so during any season, summer is ideal for trying out the all-new ability to swim in the ocean. Swimming in the ocean isn't just a great way to cool off and ward off overheating, but it's also Fun and develops the Athletic skill.

You cannot swim too far out to sea, but swimming along beaches and coastal sections of town, such as the beach just south of the festival grounds in Sunset Valley, is just fine. Getting in and out of the water is very similar to swimming in a pool.

There are a few restrictions:

- You cannot swim on ponds on lots.
- You cannot skinny dip in the ocean.
- If you have World Adventures installed, you may swim in the oceans of France, China, and Egypt.
- If you have Pets installed, animals may not go swimming in the ocean.

Fireworks



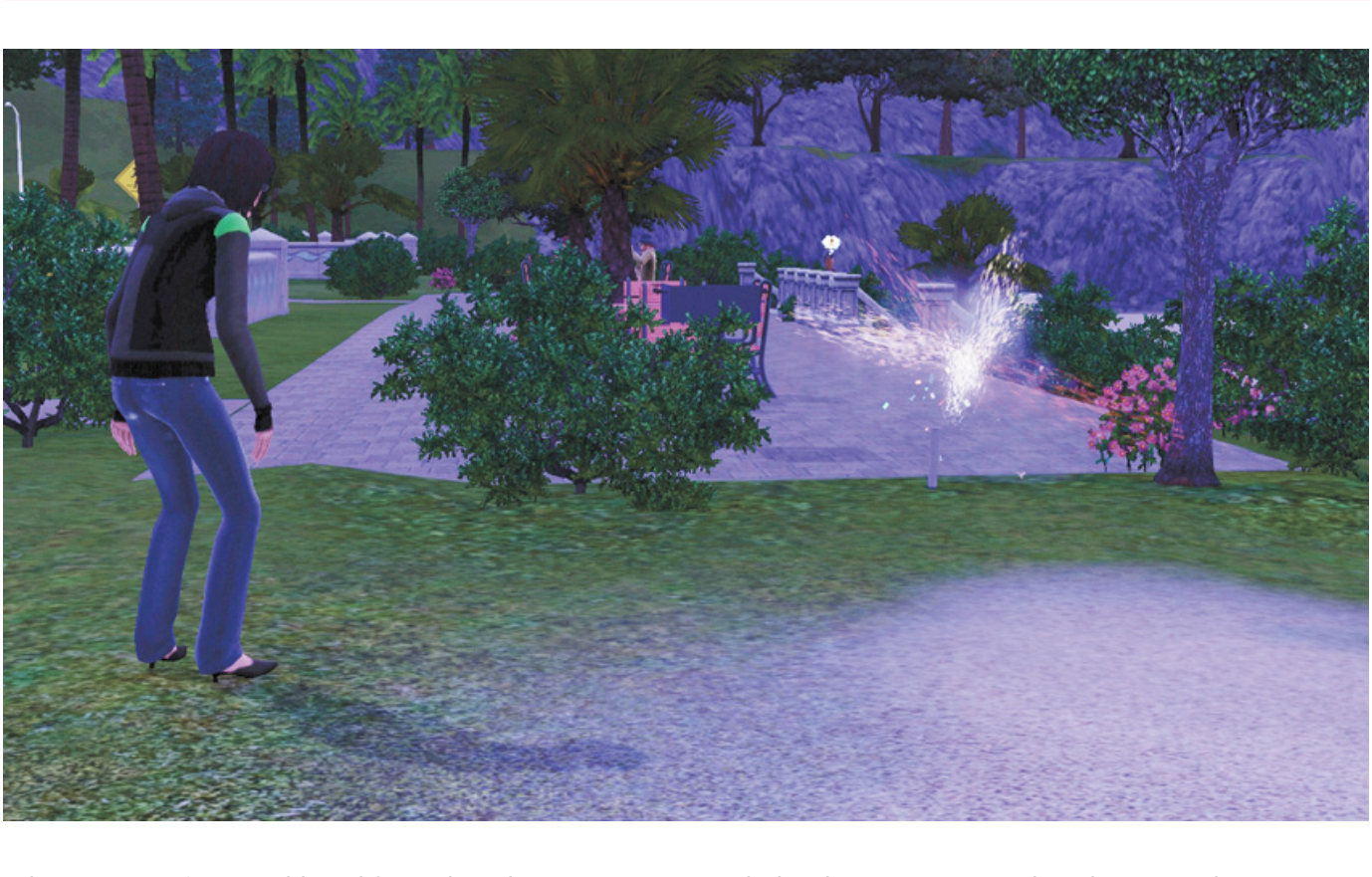
Summer is the only season when you can buy fireworks. Available at both the supermarket and the concession stand of the festival (in exchange for Festival Tickets), fireworks can be enjoyed all year round. Occasionally, the market will sell fireworks bundles. When those are on sale, a message alerts you of the sale. Bundles cost a little less than if you purchased the fireworks separately.

There are multiple types of fireworks, including firecrackers, fountains, snakes, spinners, and smoke bombs. For children (who can never use any of the above fireworks), there are sparklers.

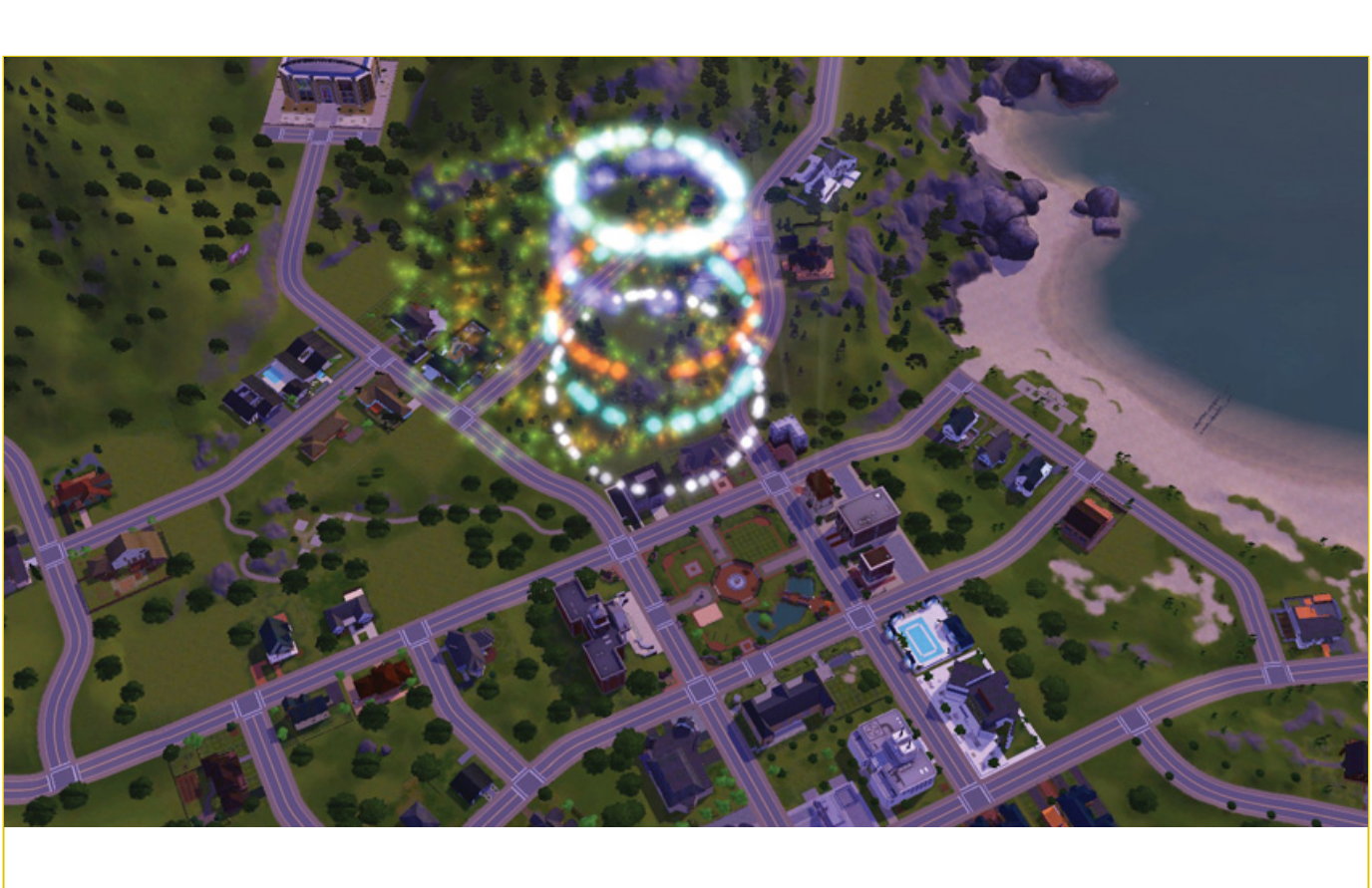
When fireworks are inside your inventory, you may click on them and choose Light or Launch. When you light firecrackers, for example, your Sim bends down, lights the fuse, and then runs. A few moments later, things go pop. Any Sim around gets excited and everybody has their Fun need met. You can dangerously light off all of your firecrackers, which is a lot of fun, too.

Caution

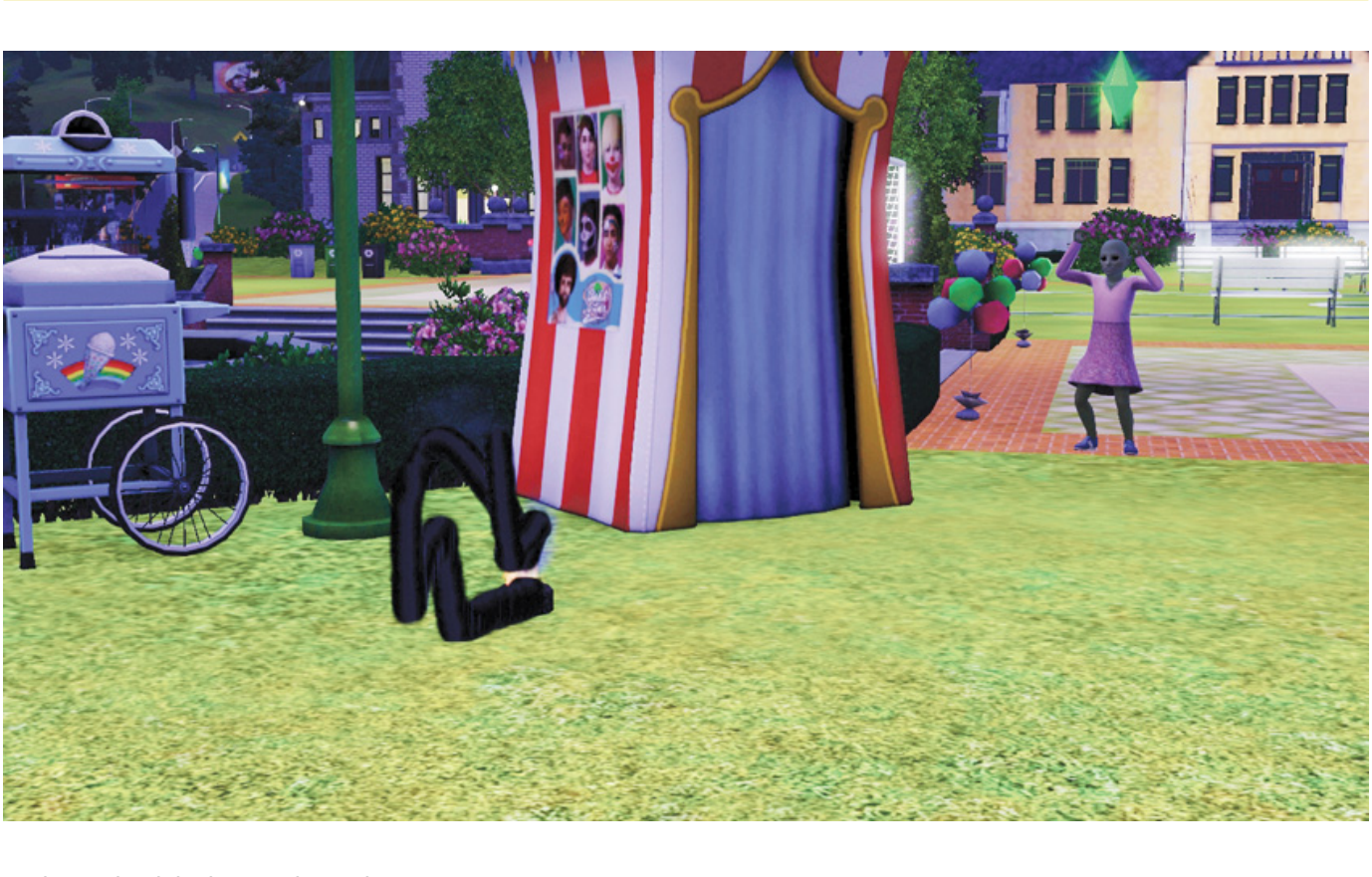
There is always a chance that a firework turns out to be a dud and doesn't go off. Mercifully, there are no accidents with mistaken duds.



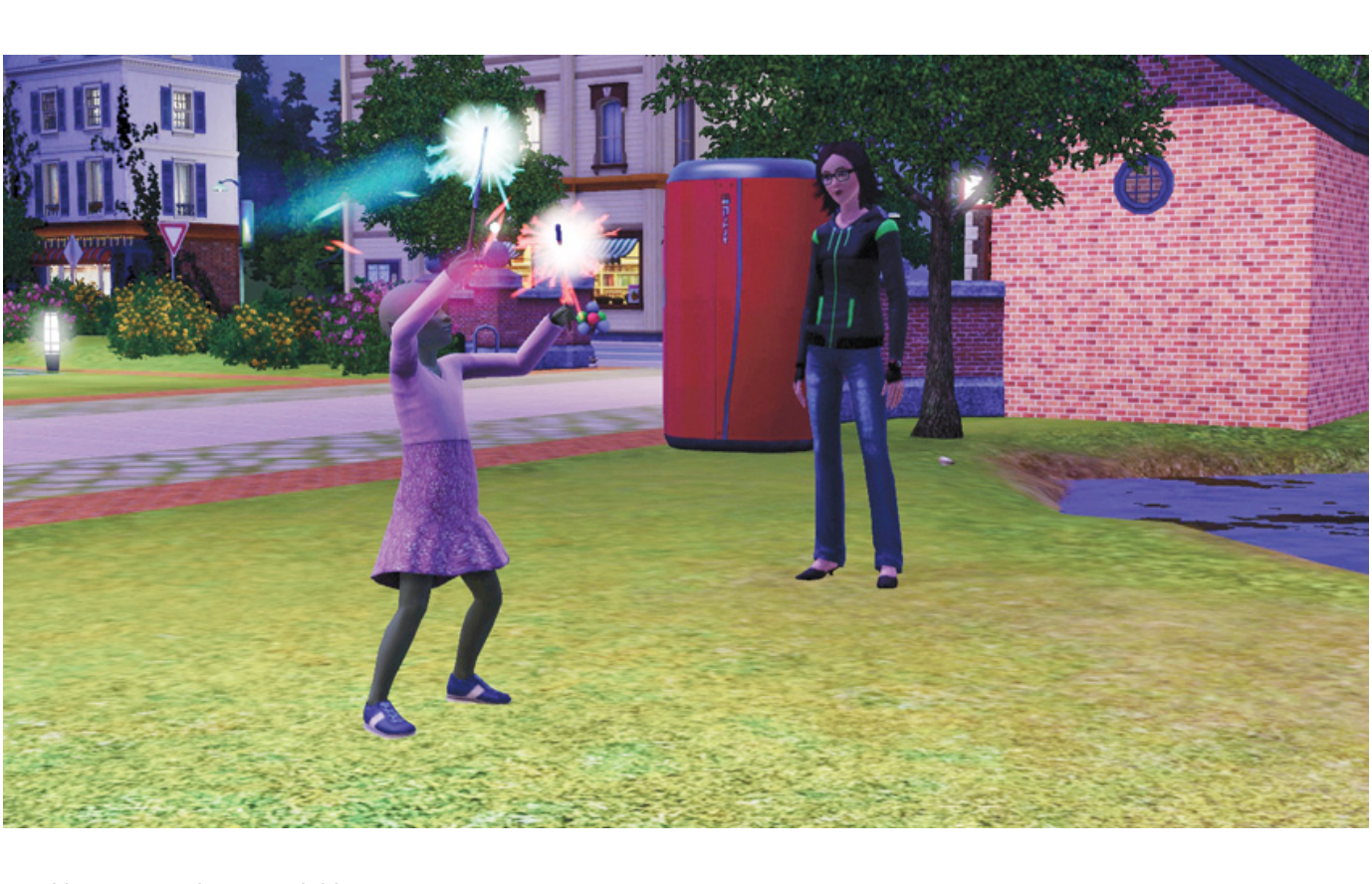
When you set off a ground-based firework, such as a fountain or smoke bomb, every Sim around you has Fun and you can enjoy the cool, colorful effect.



If you launch a rocket into the sky, quickly switch to Map View so you can see it explode in the heavens above the city. Fireworks like this are a major part of the Summer Festival.



Snakes. Why did it have to be snakes?



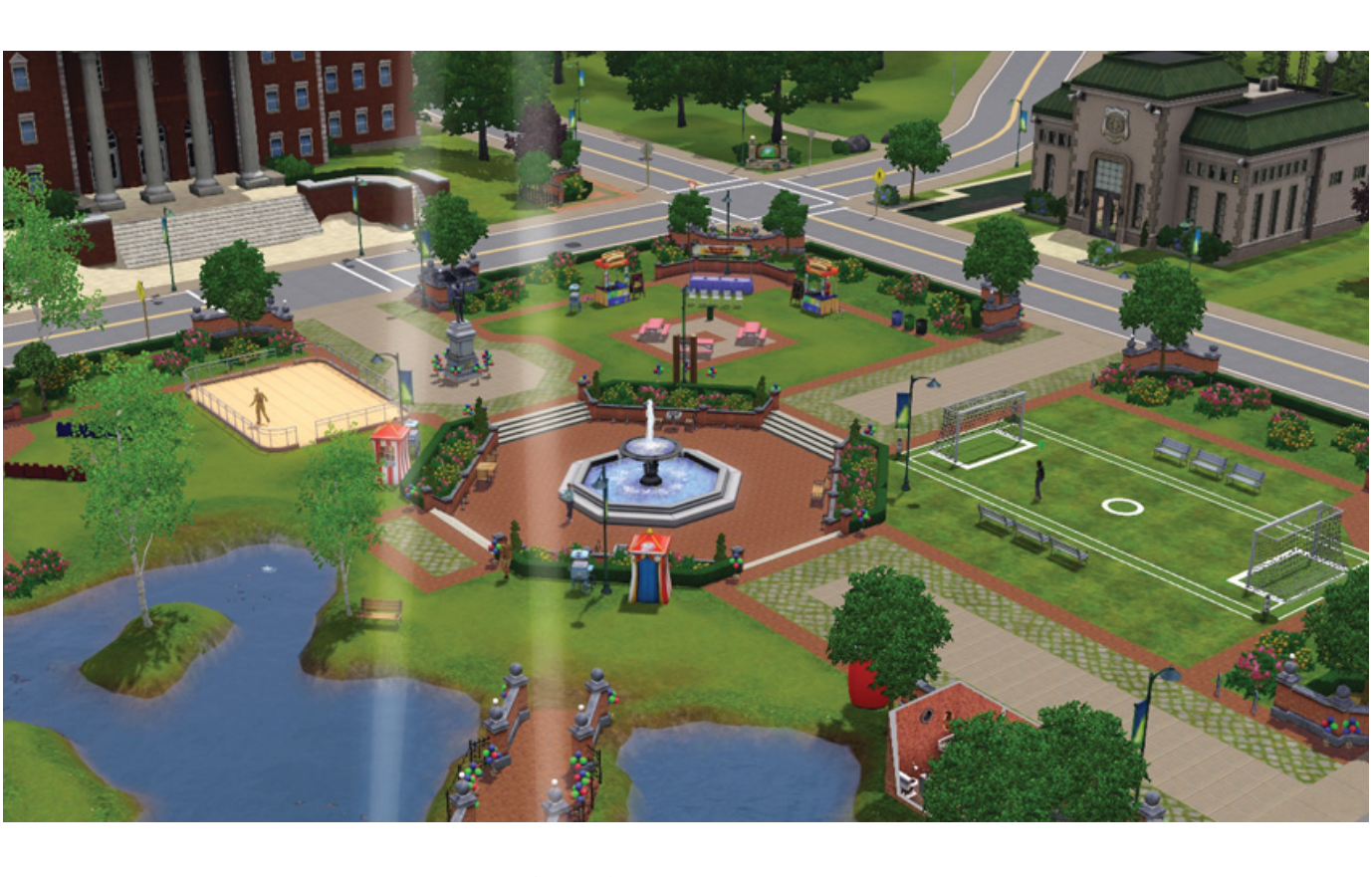
Sparklers are good fun for children!

Note

All Sims walk outside if you attempt to light any fireworks in the house.

If you have World Adventures installed, you may actually buy fireworks all year. Fireworks purchased in Seasons can also be used in the big fireworks extravaganzas in China.

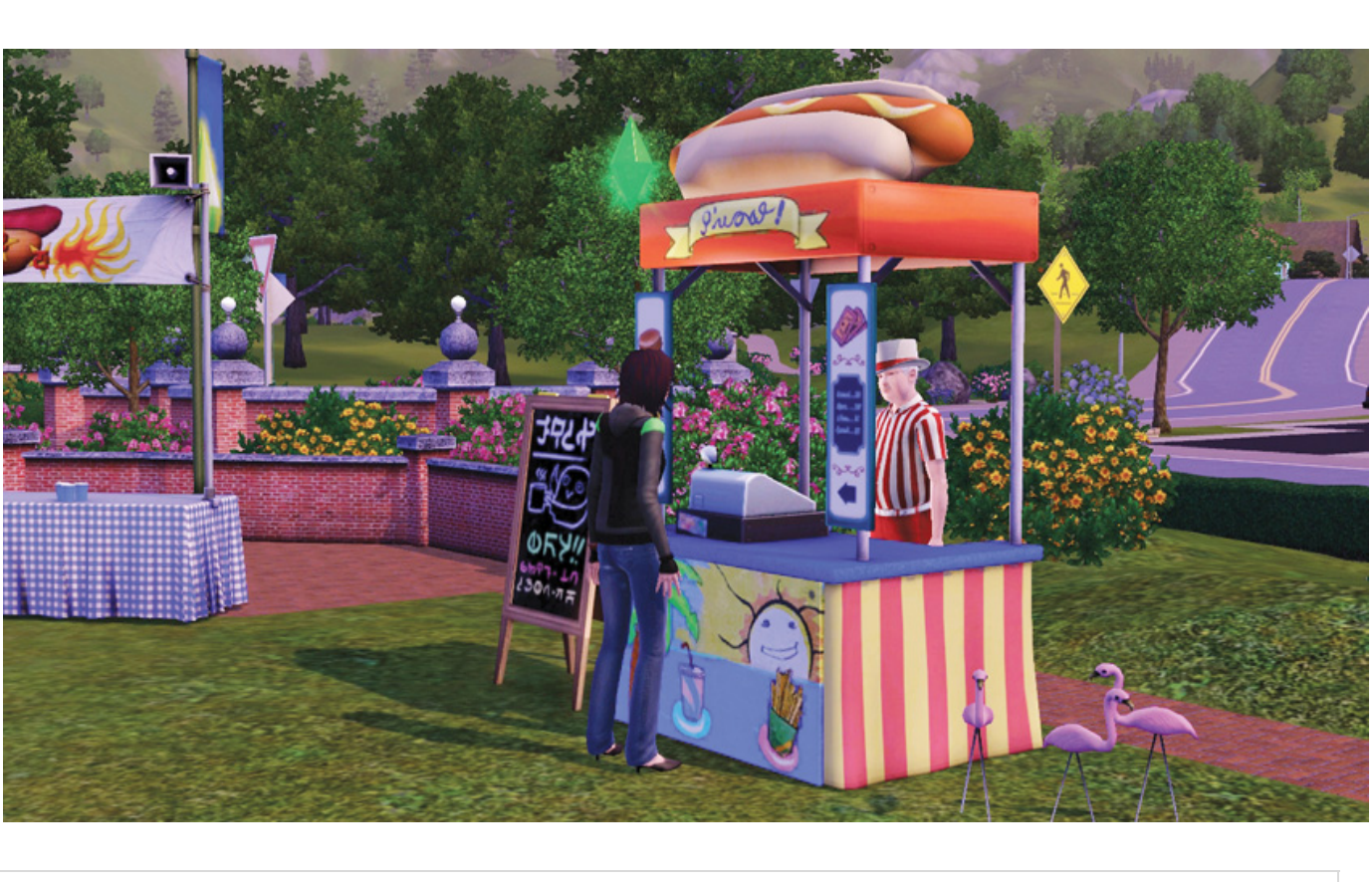
Summer Festival



Welcome to the Summer Festival, where the sun (almost) always shines over frolicking Sims enjoying all the celebration has to offer. Saddle up and try your hand (and tummy) at a hot dog eating contest of epic proportions. And when you're done, work it all off with a few spins around the roller rink or runs along the soccer pitch. Should you get a little too toasty out in the sun, cool off with a snow cone, ice cream, or other delicious frosty treats!

- Hours of Operation: 8 AM–9 PM

Festival Food



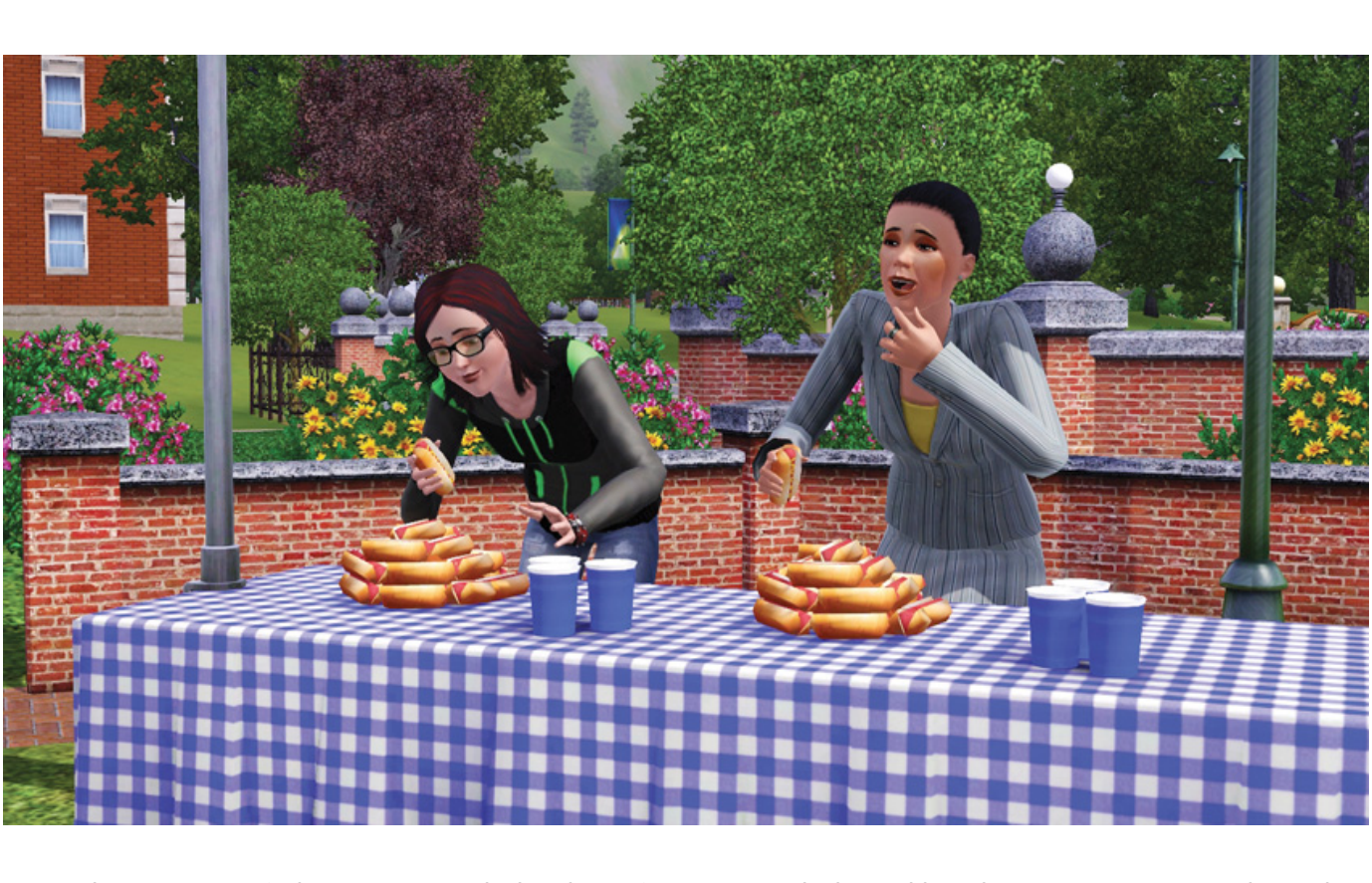
Dish	Price
Fruit Punch	5
Soda	5
Lemonade	5
Coffee	5
Ice Cream Cone	8
French Fries	8
Funnel Cake	8
Tofu Dog	10
Hamburger	10
Chili Cheese Fries	10
Hot Dog	10
Pulled Pork Sandwich	12

Festival Ticket Prices

Prize	Tickets
Parent-Approved Snakes	1
White Sparklers	2
Ninja's Choice Smoke Bomb	3
Rainbow Sparklers	4
Red Glare	5
The Little Maniac	6
Holiday Cannon	7
Facemelter Fireworks	10
Horseshoe Court	25
Roller Skating Rink (Small)	50
Snow Cone Machine Cart	50
Hot Dog Eating Contest Arena	50
Golden Glow Tanning Booth	50
Face Painting Booth	50
Roller Skating Rink (Large)	100

Hot Dog Eating Contest

Whether you are a glutton for punishment or just a plain ol' glutton, there's just something so "summer" about hunching over a towering plate of hot dogs and stuffing them in as fast as you can. You know, for fun!

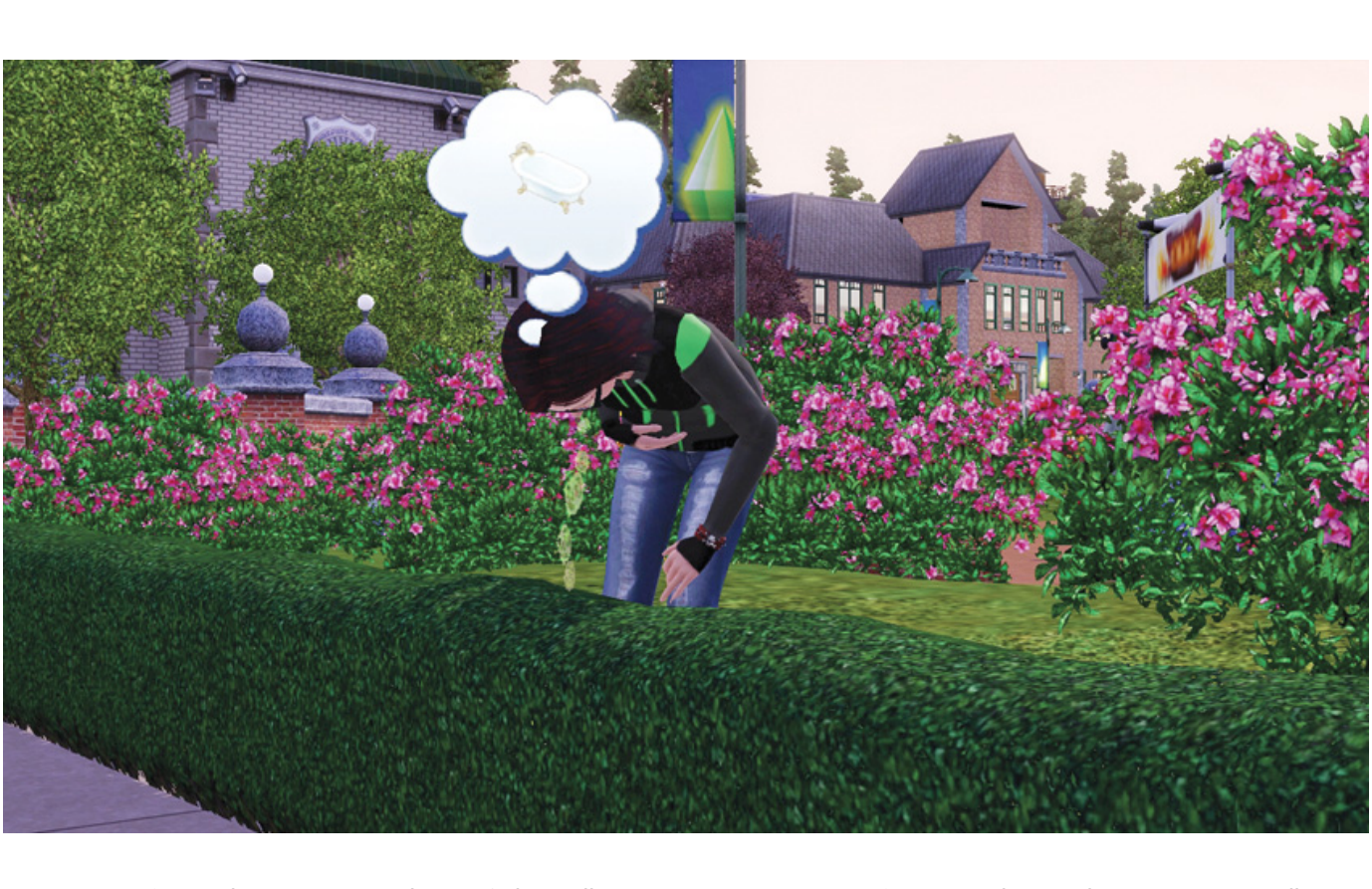


During the Summer Festival, you may enter the hot dog eating contest at the long table and compete against up to three other Sims for the coveted title of fastest eater. You may either Enter by yourself or Challenge other Sims to the contest.

When the contest begins, everybody puts their head down and starts shoveling. The contest ends when the first player cleans their plate. That Sim banks Festival Tickets and gets the Winner moodlet! The winner can also use the Brag about Winning Eating Competition social while enjoying the Winner moodlet. Second place and third place get smaller ticket awards.

Five factors help determine who wins the contest:

- Low Hunger need prior to the start of the contest. An empty stomach always helps!
- If the Sim has eaten hot dogs a day or two before the event, that counts as training, and increases the odds of winning.
- The Sim hasn't entered an eating contest for at least three days.
- If the Sim's favorite food is the hot dog, they have a natural advantage.
- Ghosts, SimBots, Mummies, Vampires, and Imaginary Friends have nearly bottomless pits in their guts, giving them an edge in this contest.



Every competitor in the contest gets the Stuffed moodlet. However, some competitors may also get the Nauseous moodlet. If that happens, they may retreat to the bushes and vomit. At least this lowers the Hunger need, right?

Note

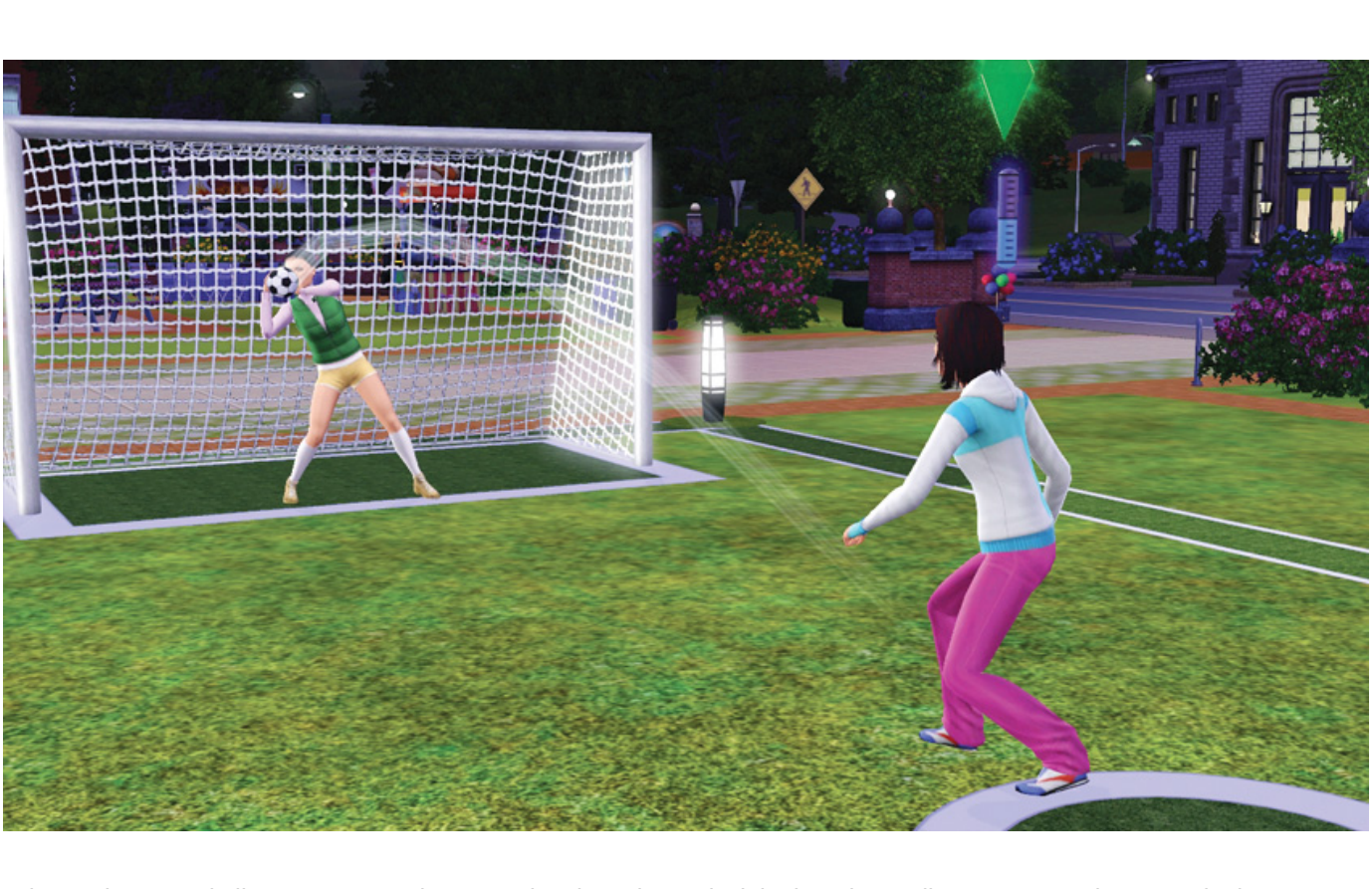
You cannot challenge vegetarians to the hot dog eating contest. No tofu dogs!

Note

Sims may line up to watch the contest. Folks cheer wildly as Sims stuff their gobs with meat and bun. However, there is a chance an observer will get sick just watching the madness and end up with the Nauseous moodlet. They may even vomit. The chance for up-chucking goes up if one of the competitors drops out early and starts heaving in front of everybody. Pregnant Sims and Vegetarian Sims are also a little more likely to get ill watching the contest.

Soccer

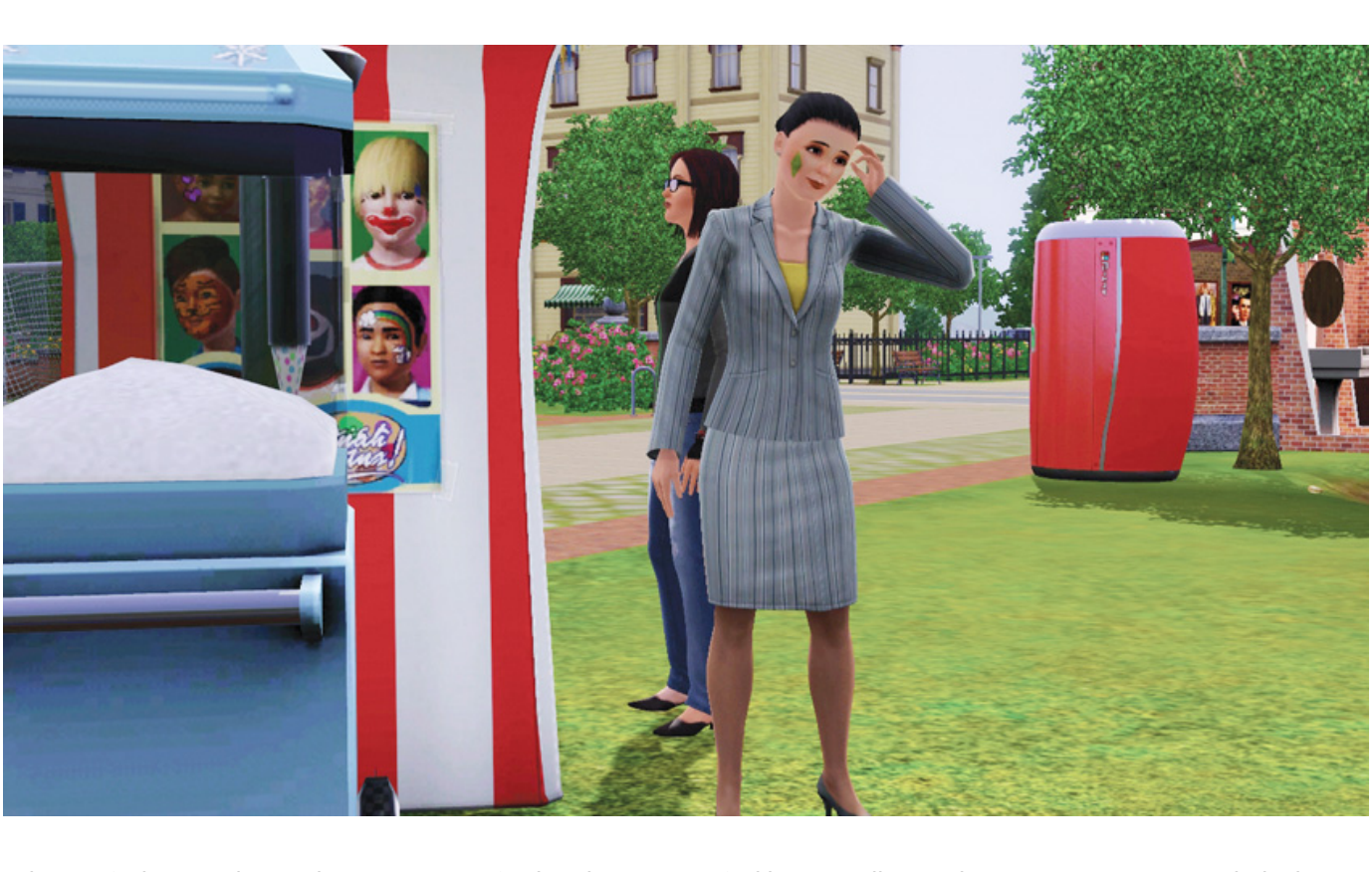
The Summer Festival grounds has two soccer goals so that you may play soccer with other Sims for Fun and to boost your Athletic skill. By having two goals on-hand, multiple Sims can get in there and practice or challenge other Sims to shootouts.



When a shootout challenge is accepted, one Sim heads to the goal while the other walks opposite of the net and releases a ball. This Sim is the shooter. The shooter starts making kicks. The goalie moves from side to side, diving to block balls from entering the net. The Athletic skill is used to determine performance during a shootout. The player with the higher skill often comes out on top in the showdown.

After several shots, the Sims switch places and the former goalie is now the kicker. While playing with another Sim like this, both Sims satisfy the Fun need, build the Athletic skill, and build LTR.

Face Painting



What festival is complete without a face painting booth? Every festival has a small tent where you can get a sweet little design painted on your mug. Designs include not only those found in the Make-Up tab of Create a Sim, but also some seasonal options:

- Sun
- Surfer

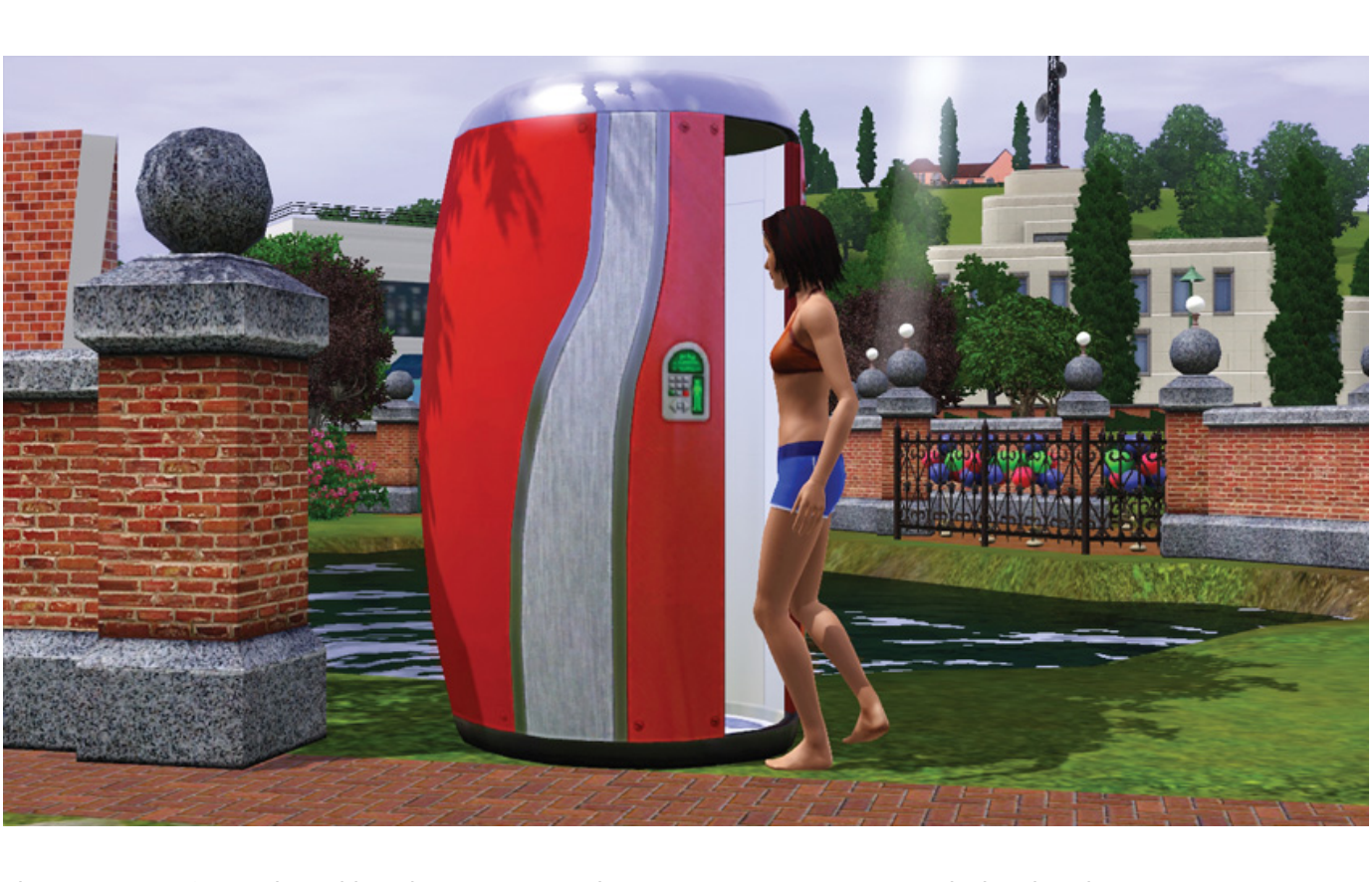
When you choose the Get Face Painted interaction, your Sim slips into the tent for a moment. When they emerge, they have a little splash of color on their face. Getting your face painted satisfies the Fun need. Face painting costs §50.

Now, there is a chance that face painting doesn't exactly work out. If the activity fails, your Sim emerges with a mess o' make-up on their face, such as big smudges. This doesn't ruin your day with a negative moodlet, but you definitely do not gain any Fun.

Face painting naturally fades after a few hours. If you want to remove it manually, you can hop in the shower, remove it via a mirror, or change your outfit.

Tanning Booth

Now, sure. You could lie out in the sun and soak up some rays. But that takes time and maybe you have a busy summer planned. If you just want to nab a quick tan, head to the Summer Festival and slide into the Golden Glow Tanning Booth for a breezy §90.



The main interaction on the Golden Glow Tanning Booth is Get a Spray Tan. Sims enter the booth and after a few moments, step out with their tan. They check themselves out and, if happy, go on about their day. However, there is a chance the spray tan fails and ends up giving the Sim a strange hue. The three fails are:

- Uneven Tan: Stepping out of the booth, the Sim realizes only one half of them is tan! The Sim is dinged with the Got an Uneven Tan moodlet.
- Discolored Tan: The Sim emerges from the machine and realizes that—wait a second—they're purple! (Or green! Or pink!) This results in the Got a Discolored Tan moodlet.
- Bad Tan: The Sim emerges either totally charred or carrot orange. The Sim freaks out at the sight and gets the Went Too Far moodlet.

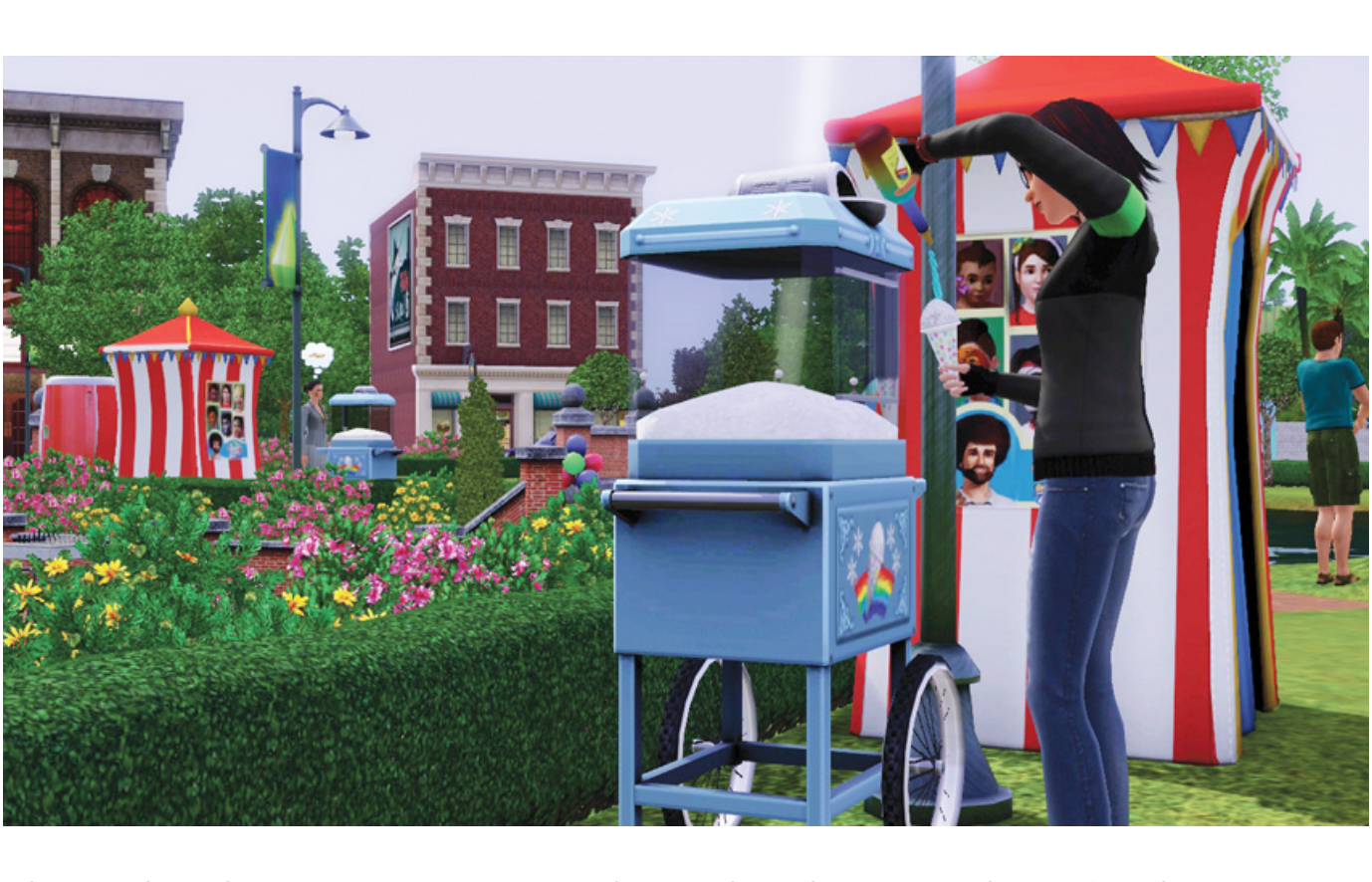
After any failed tan, Sims can either get back in the booth and try again or just wait for the effects to wear off.

Tip

You can also get a spray tan at the day spa.

Snow Cones!

The sun's high in the sky—what a perfect time for a delicious, and refreshingly chilly, snow cone! Snow Cone Machine Carts at the festival grounds work exactly like the counter-based model you can buy through Buy Mode. (You can also score a cart by redeeming Festival Tickets.) Best of all, snow cones are free!



When you select Make Snow Cone on a Snow Cone Machine, you choose the flavor from a list of options. Then your Sim approaches the unit, removes a cone, and starts scooping up the good stuff. Now, the flavor you choose matters because it results in a moodlet. And there is a flavor, Blizzard, that only young adult or older Sims can make because, well, it's a flavor that's only appropriate for grown-ups. Here are the different flavors, plus the moodlets they inspire:

- Cherry—Cheery Cherry: During duration of the moodlet, the Sim enjoys the same benefits of a Sim with the Charismatic trait, such as charisma-specific socials.
- Lime—Lucky Lime: The Sim gets the same benefits of the Lucky trait, such as a higher chance of receiving a promotion at work or a shot at the Feeling Lucky moodlet following four contiguous hours of sleep.
- Lemon—Laidback Lemon: This moodlet immediately dispels any stress-related moodlets and slows any stress gain by the Sim's current activity.
- Grape—Gleeful Grape: During the duration of the Gleeful Grape moodlet, the Sim enjoys the benefits of the Easily Impressed trait, such as enjoying boasting socials.
- Blue Raspberry—Raspberry Romance: This moodlet unlocks the benefits of the Hopeless Romantic trait, such as being more receptive to romantic socials and having more fun when reading romance novels.
- Blizzard—Blizzard: Hey hey hey! Sims with this moodlet get the benefits of both the Daredevil and Party Animal moodlets, which includes not burning to death if on fire or the Life of the Party moodlet when going Wooo! at a party.

Tip

Try the Rainbow flavor option, which mixes the different flavors. However, you only receive one randomly chosen moodlet.

Tip

Use snow cones to advance goals! If you want to get in a relationship faster, down a Blue Raspberry cone. And if you need to smooth-talk another Sim, the benefits of a cherry snow cone's Cheery Cherry moodlet will help those socials land as intended.

Caution

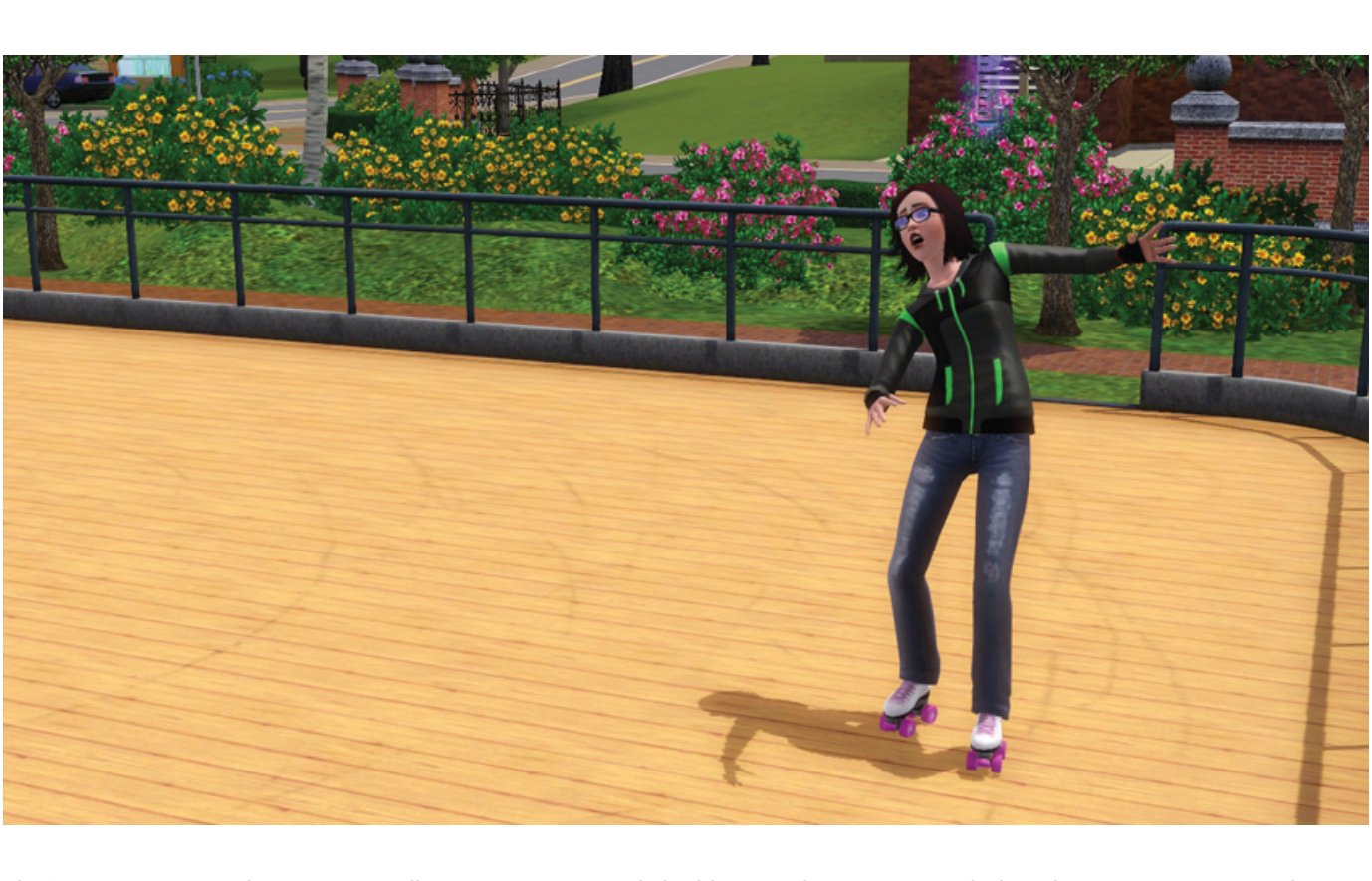
There is a small chance that, while eating a snow cone, a Sim will suffer from the Brain Freeze moodlet.

Caution

Clumsy Sims will occasionally drop their snow cones!

Roller Skating

Unless Sims are lazy or hate being outdoors, roller skating is wonderful activity at the Summer Festival. There is a large roller rink situated on the festival grounds, which can accommodate several Sims. This gives you plenty of room for slipping and falling when first trying out this semi-hidden skill.

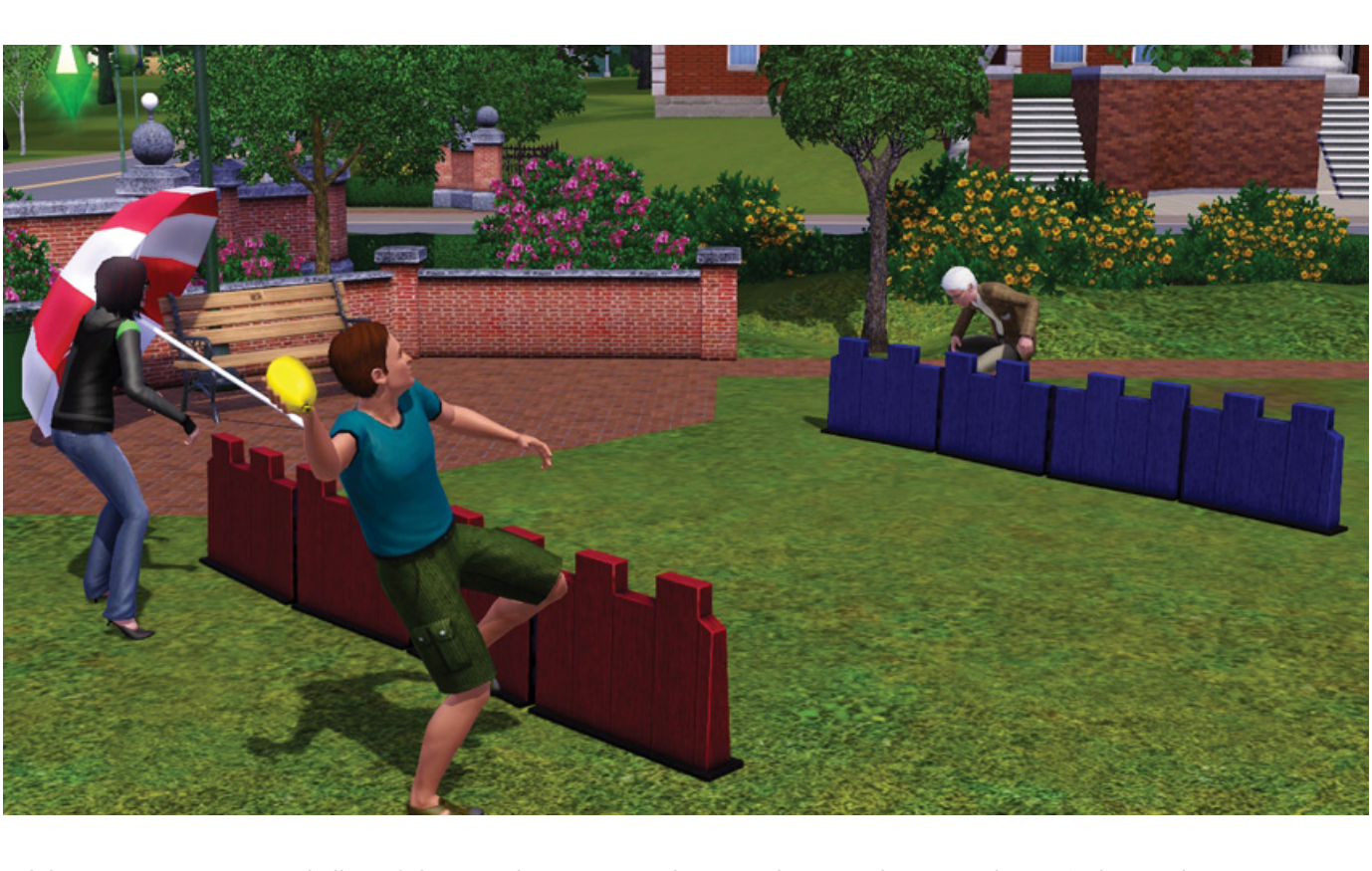


Skating is a great social activity, too, allowing you to not only build LTR with existing friends, but also meet new Sims. Who knows? Maybe you'll meet the love of your life on the boards?

Note

For more about this semi-hidden skill, please see the New Career & Skills chapter.

Water Balloon Fight

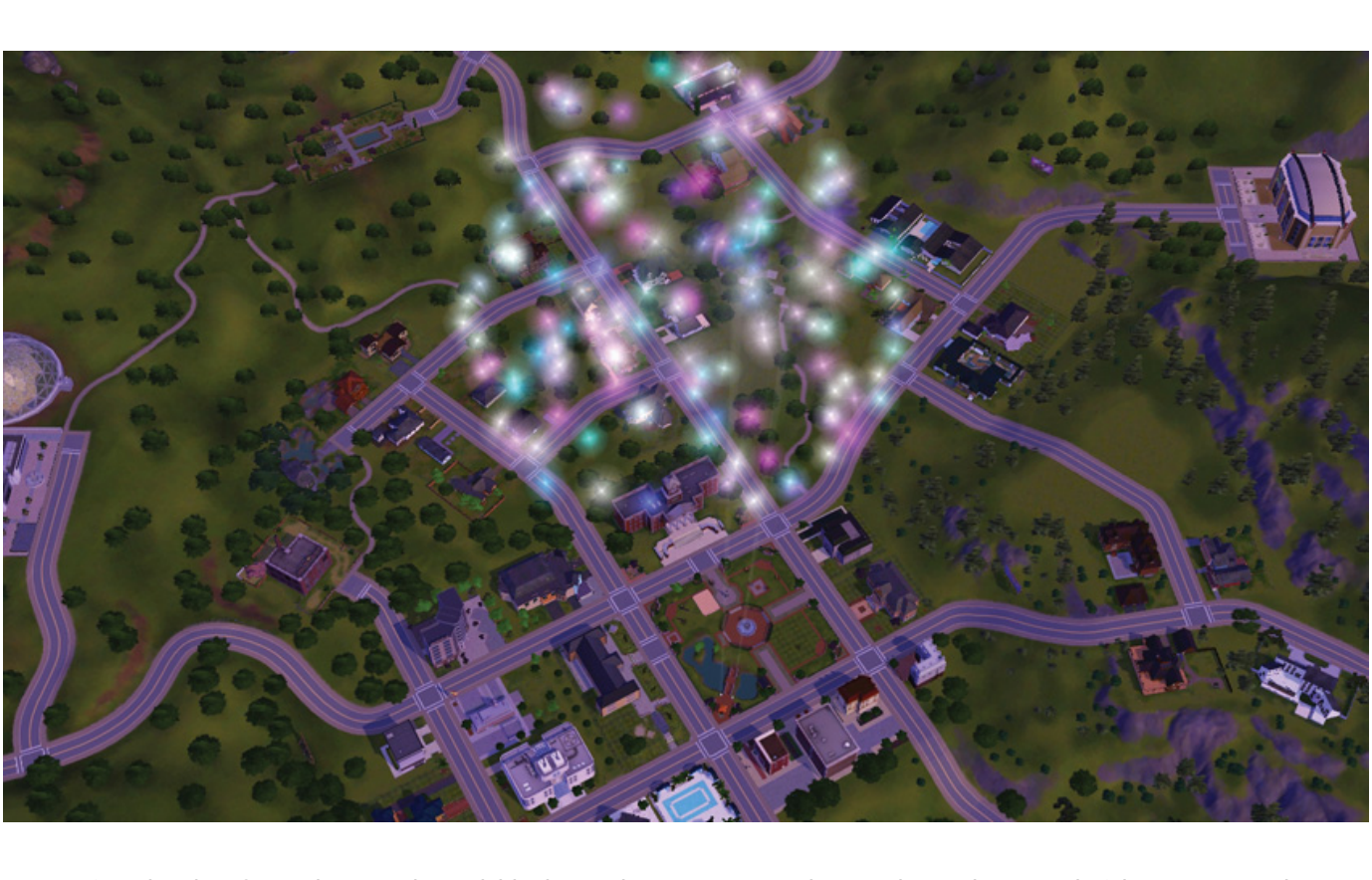


While Sims can enjoy water balloon fights anywhere in town, there is a designated arena at the festival grounds, perfect for team play or a more organized match. Winners of matches bank Festival Tickets! Sims may get Soaked while playing, but they have so much Fun and these contests build LTR with other Sims. Both are very worthy pursuits, and getting splooshed with water on a hot summer's day is a side benefit that can't be beat!

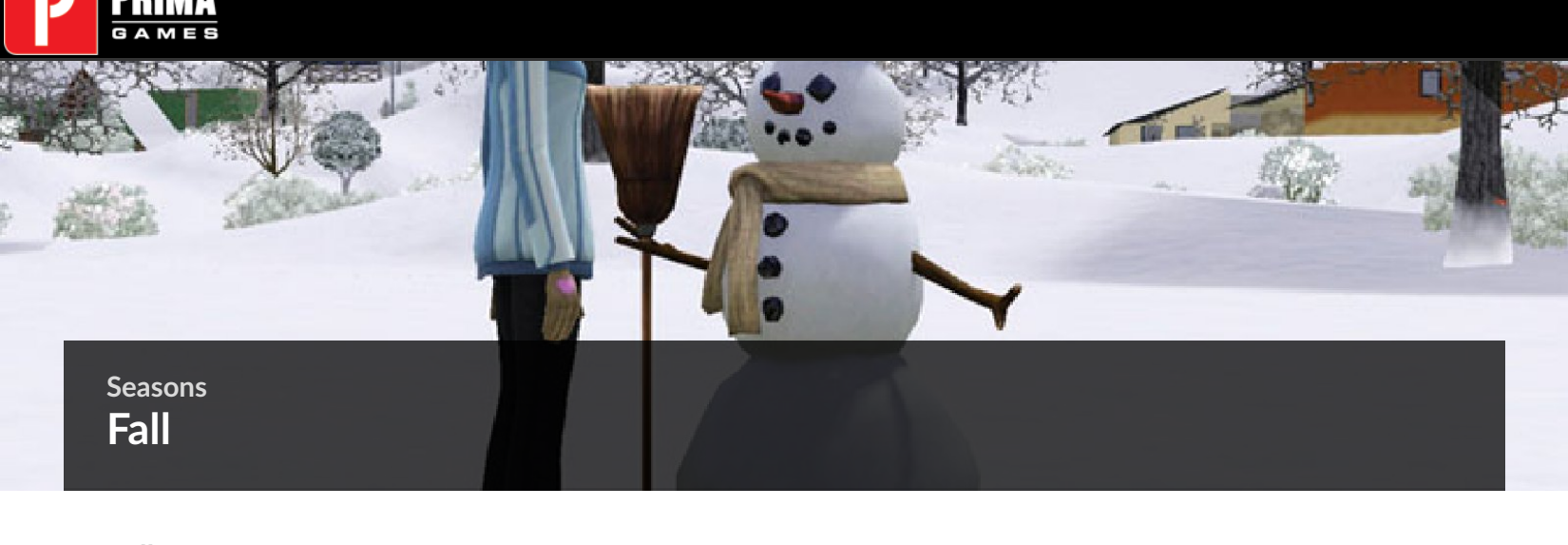
Note

For more about this semi-hidden skill, please see the New Career & Skills chapter.

Fireworks!



As mentioned earlier, fireworks are only available during the summer. Buy them at the market or with tickets at one of the concession stands. During Leisure Day, fireworks blast off over the skies of the festival grounds. But that's no reason why you can't put on a little show of your own during the summer, too. Sims love to watch fireworks, kids love playing with sparklers, and everybody has a good time when things go boom.



Seasons

Fall

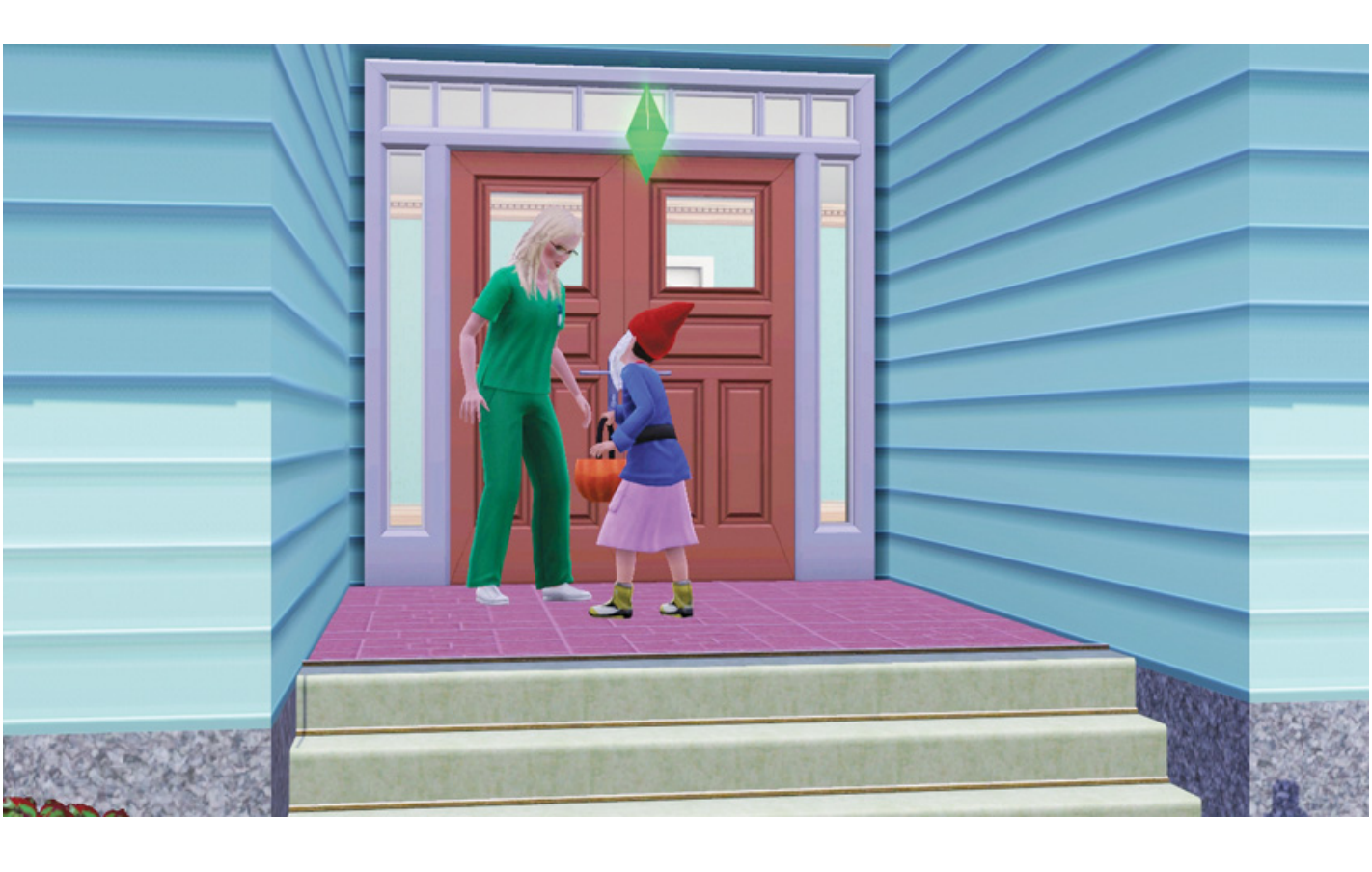
Fall

There is no surer sign that autumn has arrived than Midas's touch on the leaves. The brilliant gold of falling leaves may cause messes, but there is beauty to be found in the sweetly mournful change of seasons. Enjoy the brisk fall afternoons while you can, because when the fall festival closes shop and the sunset starts coming early, the unforgiving chill of winter is just around the corner.

Weather Outlook

As fall settles in, the sun may still poke its head out from day to day, but clouds definitely creep from the horizon and cover the skies above your city. When clouds set in, rain is usually not far behind, although fall is typically not nearly as wet as spring. Temperatures drop during the fall, conditioning your city for the incoming cold snap of winter. However, rare is the terribly cold night that poses a real threat to the comfort of your Sims.

Fall Holiday: Spooky Day



Spooky Day is based on Halloween. On this day, most people in town dress up in costumes. Click on your Sim and choose Change into Costume, and then select the costume from the menu, which includes gnomes, hot dogs, divers, and more! Every age group has a different set of available costumes. For example, children cannot be skeletons, but teens and up can.

Sims get to engage in trick-or-treating on any day in fall, including Spooky Day. When you click on occupied houses, a Trick-or-Treat interaction is added to the menu. You may trick-or-treat alone or with another Sim. Choose either, and your Sim will walk up to the house and ring the doorbell. At this point, they hold out a candy bag and hope the occupant answers and gives out a tasty little treat.

Tip

There is a slight chance that, instead of candy, your Sim will receive an object such as a magic gnome—even an Evil Magic Gnome.

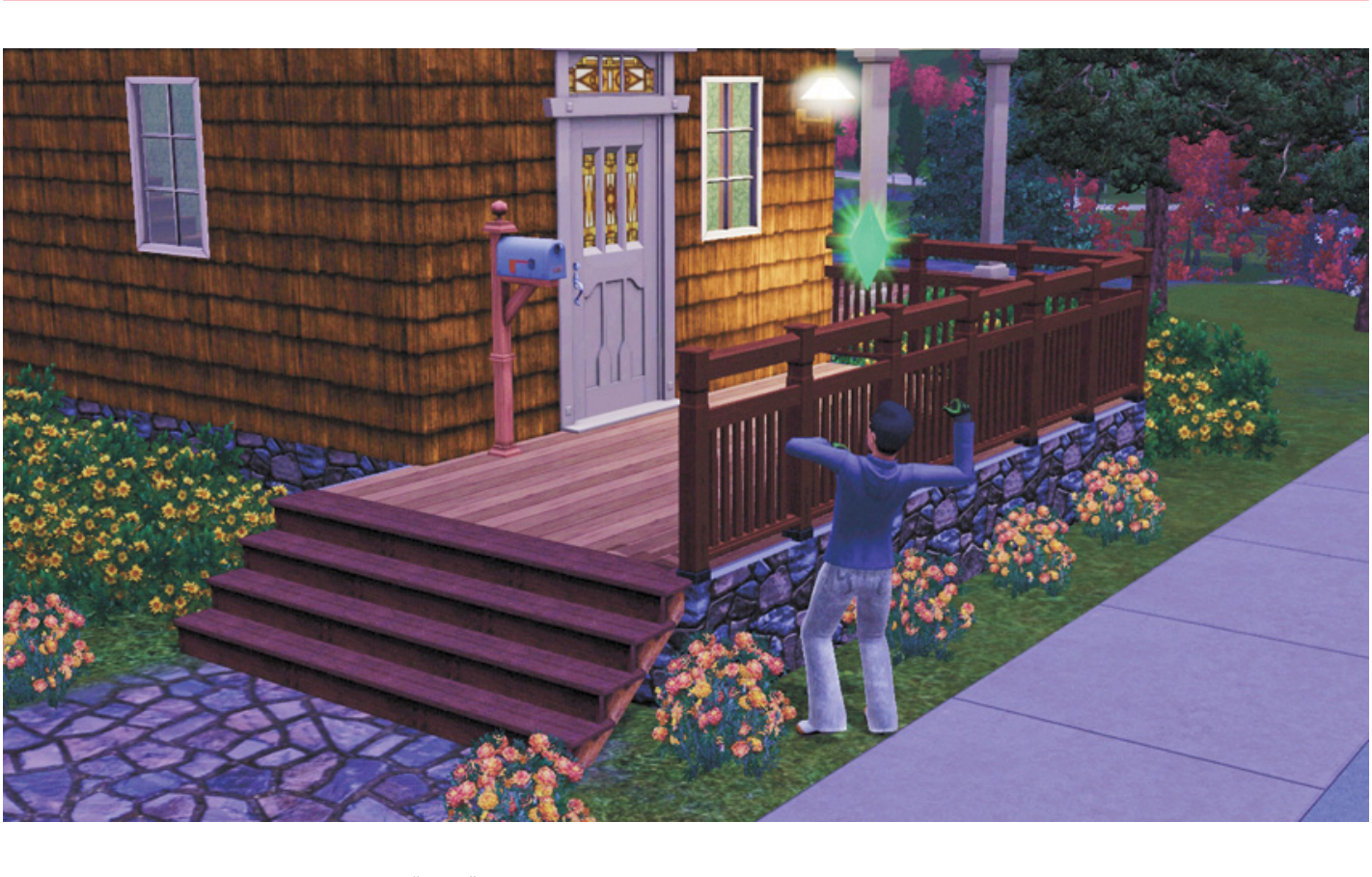
Note

The cool thing is, Sims will continue trick-or-treating to nearby occupied residences. You do not need to keep clicking on houses. If nobody answers the door, your Sim goes right on to the next house.

If you are at home during Spooky Day, be prepared for trick-or-treaters at your door. Answer the door and give out candy!

Caution

Candy is tasty and gives you the Sugar High moodlet, but if you eat too much you may end up with the Tooth Ache moodlet. No good!



Now, there is the matter of that word "trick" in trick-or-treat. If teen Sims have the Evil, Inappropriate, or Mean Spirited traits, there is a chance they will instead opt to throw an egg at your house. (If you have Generations, you're familiar with this prank.) Otherwise, the teen will just perform a small act of vandalism. If you are an active teen and trick-or-treating, you may opt to trick on houses, too. And if your Sim possesses those previously mentioned traits, there is an increased chance they will egg the house. After egging a house, a teen crosses it off the list of houses they can trick-or-treat at.

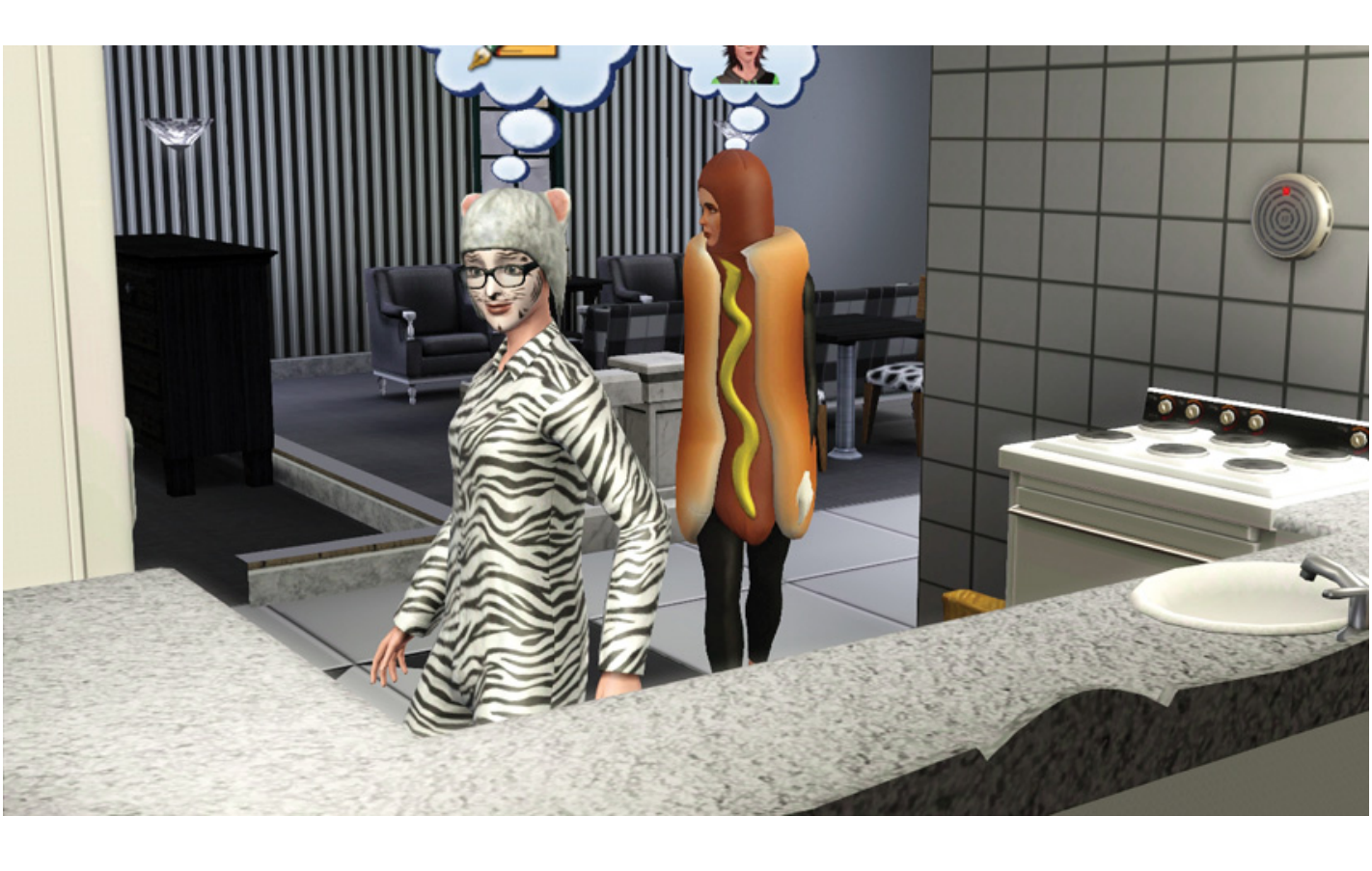
Note

During Spooky Day, Sims get the Spooky Time moodlet and are encouraged to perhaps be a little extra mischievous.

Tip

Underage Sims can trick-or-treat with an adult to avoid curfew restrictions.

Fall Party Suggestion: Costume Party

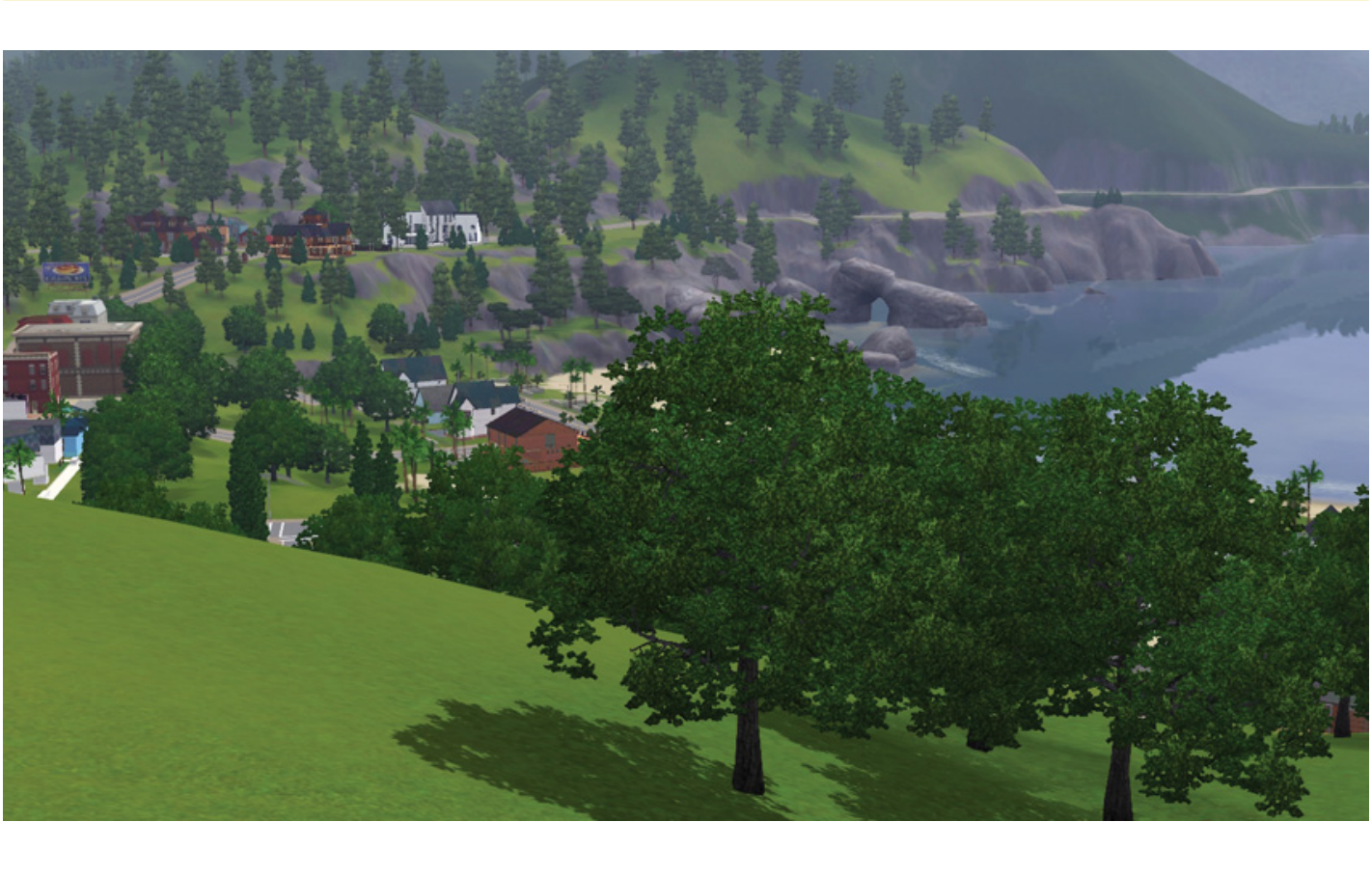


Costume parties are a great way to get friends and family together for hours of laughter and merriment. When you throw this party, Sims arrive in randomly selected costumes. At this point, the party unfolds like a traditional house party. However, you can add a Halloween flair to the party by using objects such as the Apple Bobbing Tank or installing a Scarecrow on the lot.

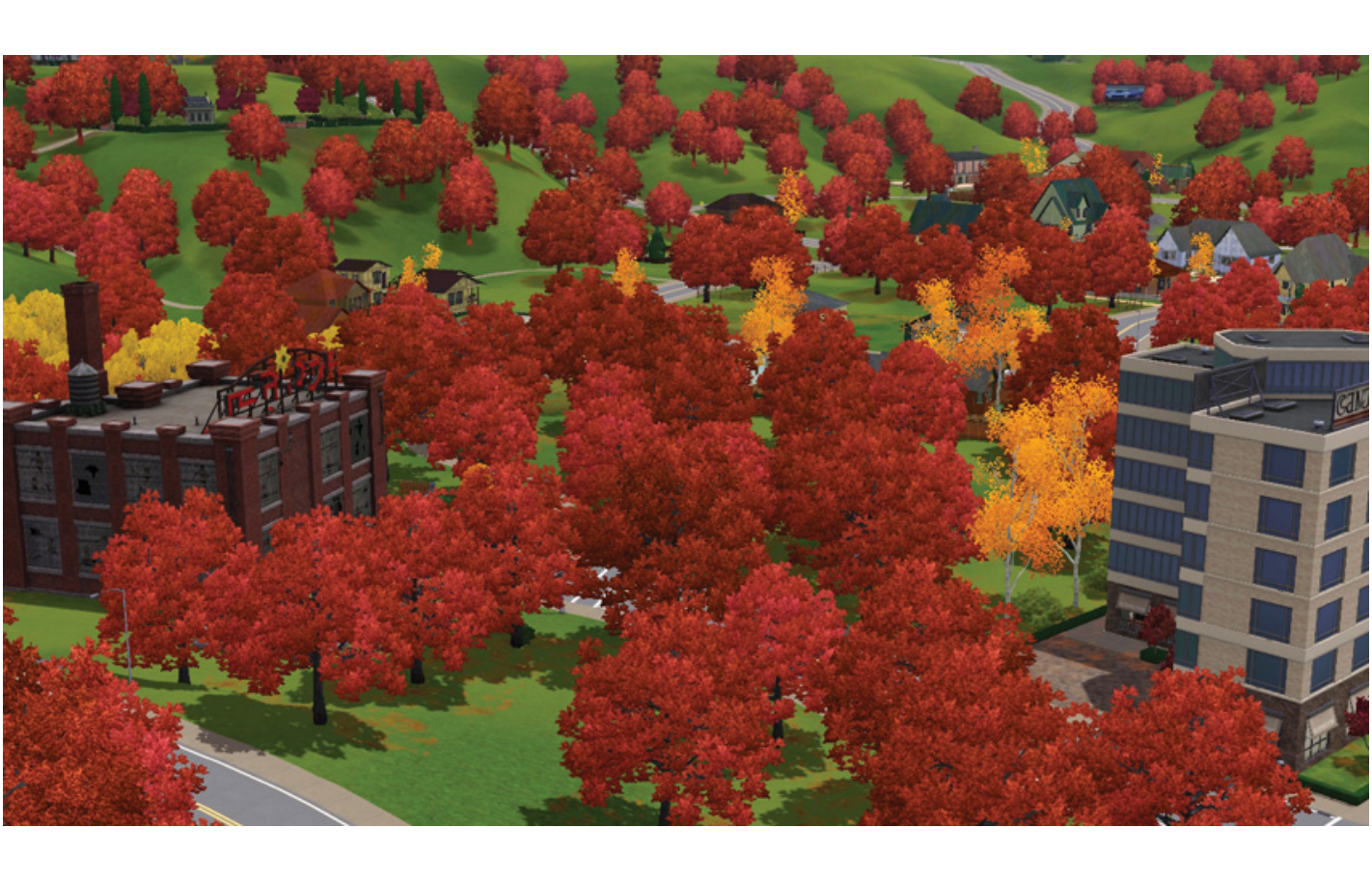
There are specific costumes for each age group and gender, but you do not actually choose what costume your Sim dons. There are fun animal costumes, career costumes, and mascots costumes—just to name a few!

Changing Leaves

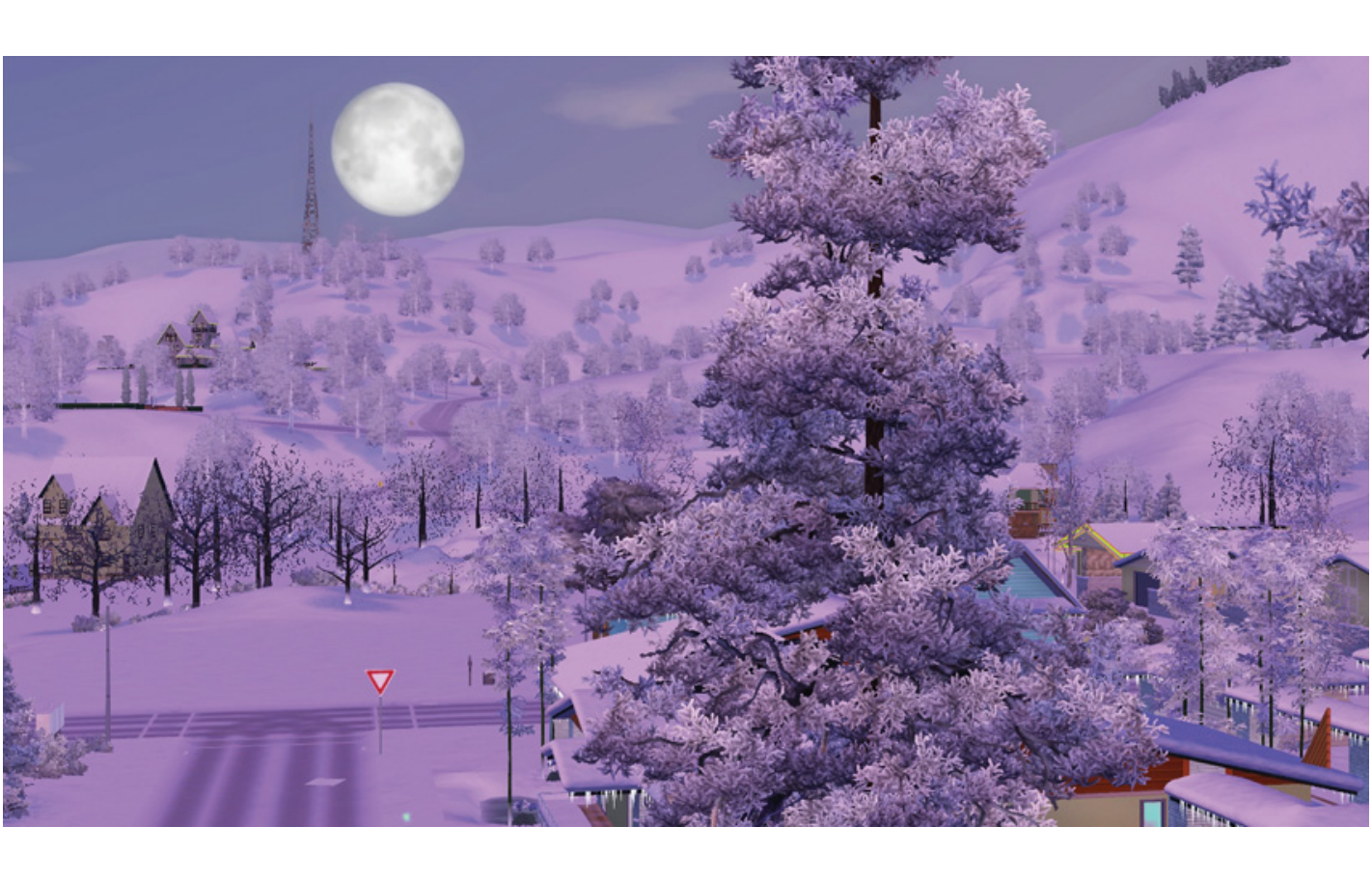
When you install Seasons and start a new game or load a save file, many of your trees will turn from evergreens into deciduous. Now, when the seasons change, deciduous trees will lose their leaves. Golden leaves, falling to the ground, is a sure sign of autumn's presence. During the course of the four seasons, you will see these stages transition across the trees in your town:



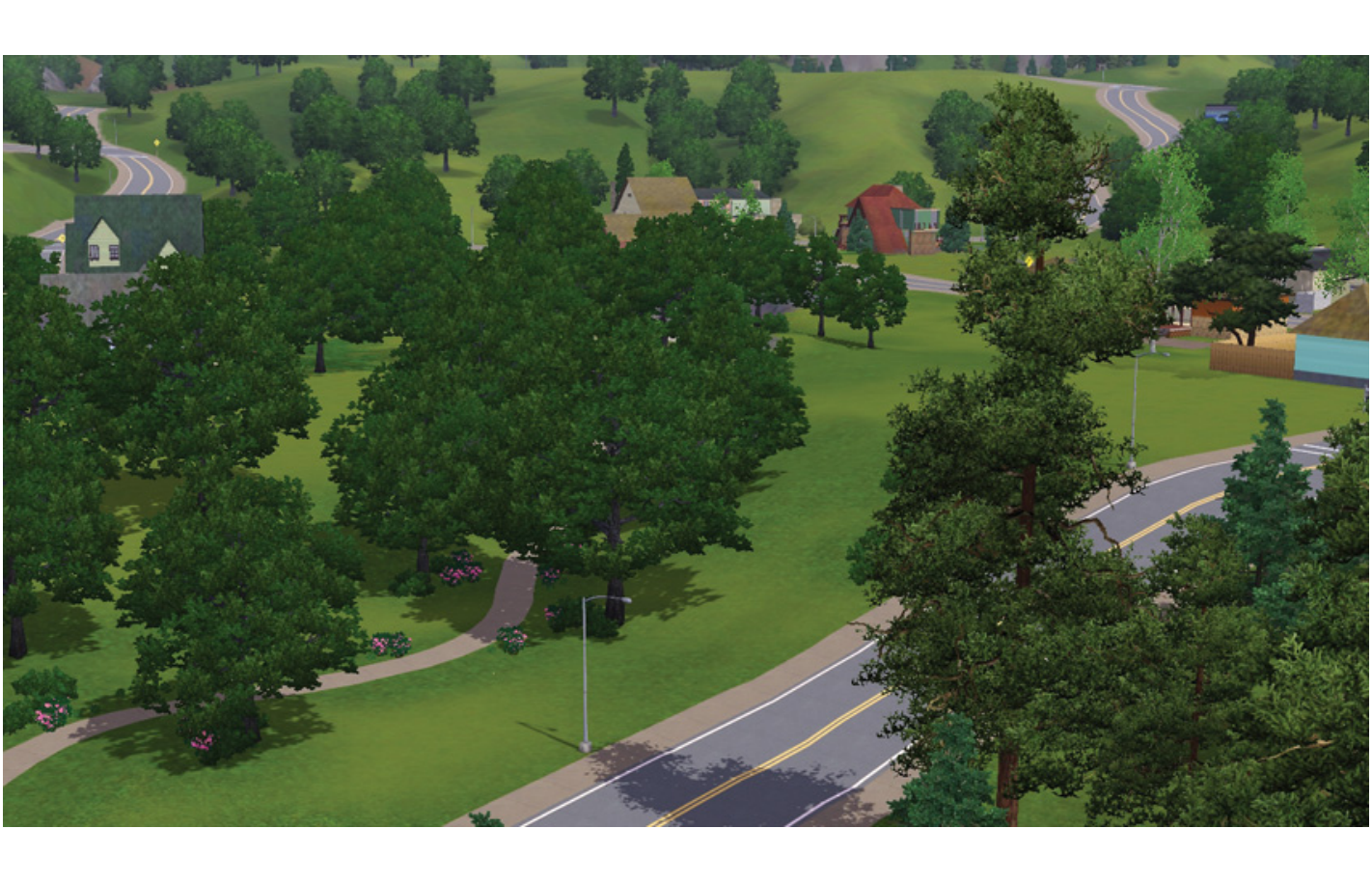
Summer: Branches full of bright, lush green leaves.



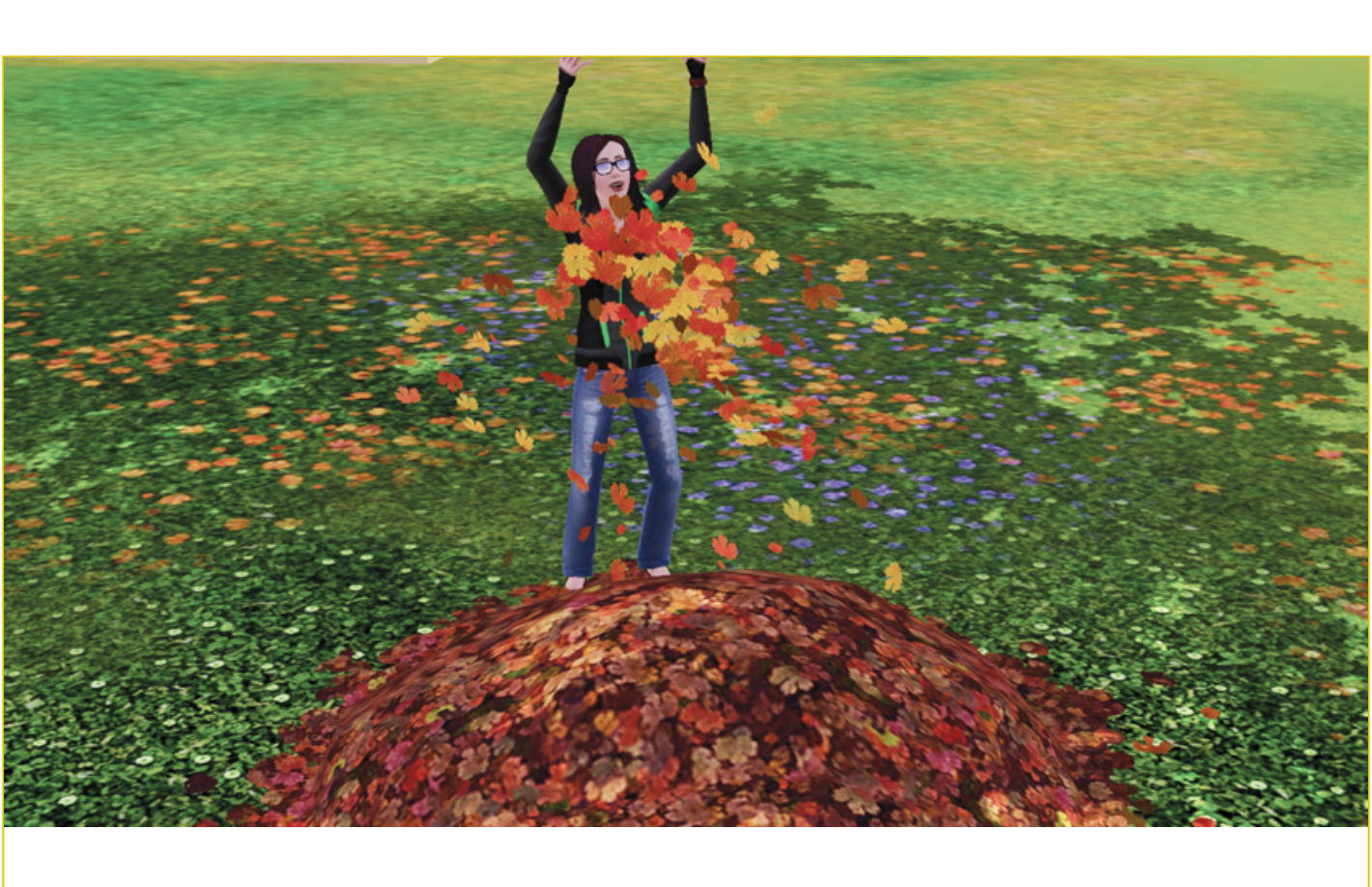
Fall: Leaves turn gold and brown and start to fall. Leaves gather beneath the tree.



Winter: Stark, empty branches—no leaves.



Spring: Green leaves slowly reappear on naked branches.



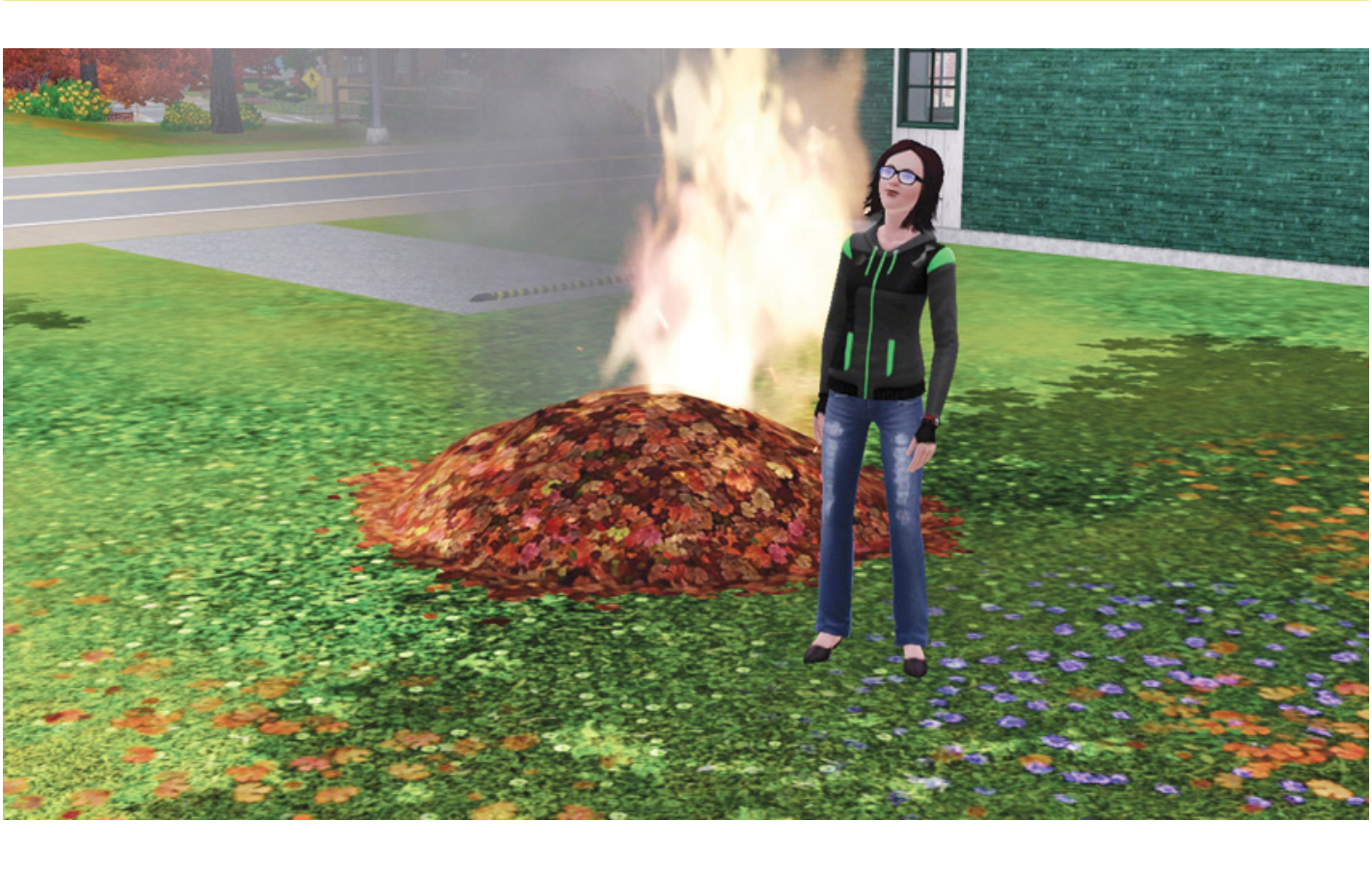
When trees start losing their leaves in the fall, not too many appear on the ground. Over time, though, dead leaves build up around tress. You may ignore the leaves on your lot and they eventually will decay (especially with the arrival of winter), but some Sims will be distressed by the messiness on their yards. You can now rake leaves (click on the leaves and choose the Rake interaction) to rake the leaves into piles. Once leaves are in piles, you have a few options:

Dispose: Easy enough. Pick up the leaves in bags and place them in the trash. If you are interrupted before depositing the leaves in the trash and drop the bag, that bag can cause an environmental hit to your lot. If the leaves are left to rot, there is a chance that cockroaches will appear. If you have Pets installed, a rodent may scurry out of decomposing leaves.

Play: You can jump in piles of leaves, which is a lot of fun, but it decreases Hygiene. Two Sims can play in leaves together, too, for both Fun and Social.

WooHoo/Try for Baby: That's right. Burrow into the big ol' pile of leaves and make a little magic. Like playing in a leaf pile, a Sim doing this takes a hit to Hygiene.

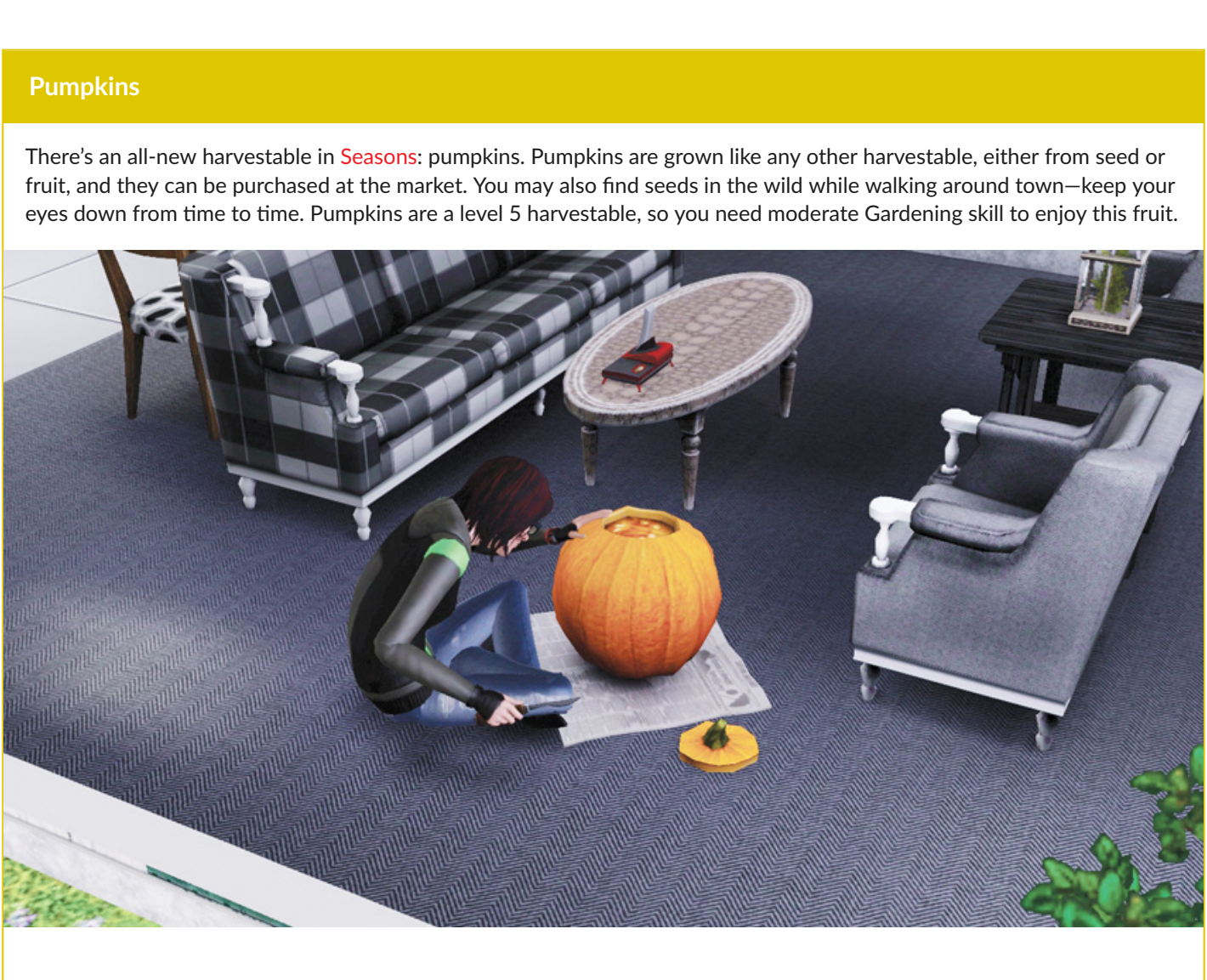
Burn: FIRE! FIRE!! Set fire to a stack of leaves and watch them burn. Ash piles are left behind.



Burning leaves. So pretty.

Pumpkins

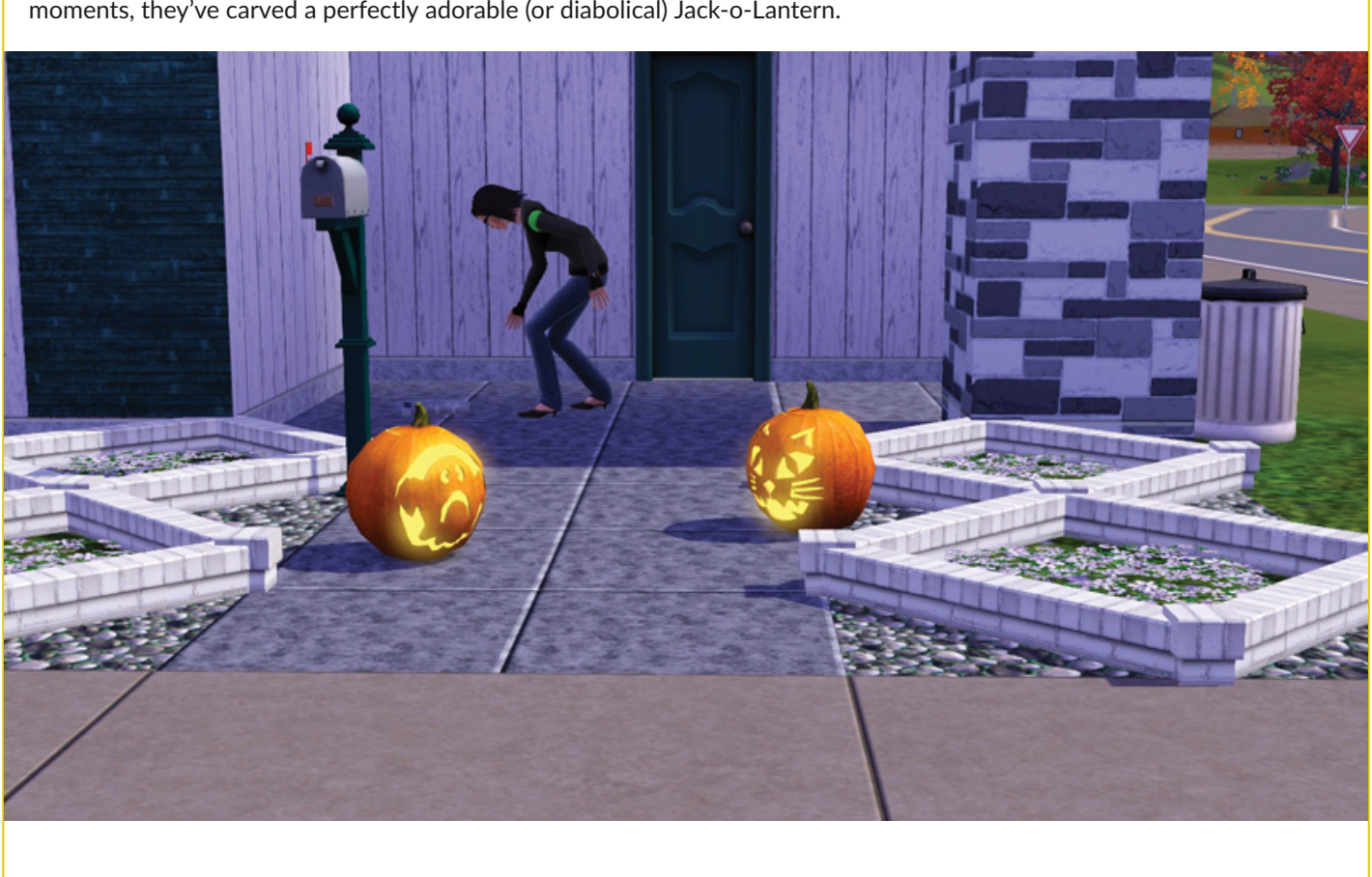
There's an all-new harvestable in Seasons: pumpkins. Pumpkins are grown like any other harvestable, either from seed or fruit, and they can be purchased at the market. You may also find seeds in the wild while walking around town—keep your eyes down from time to time. Pumpkins are a level 5 harvestable, so you need moderate Gardening skill to enjoy this fruit.



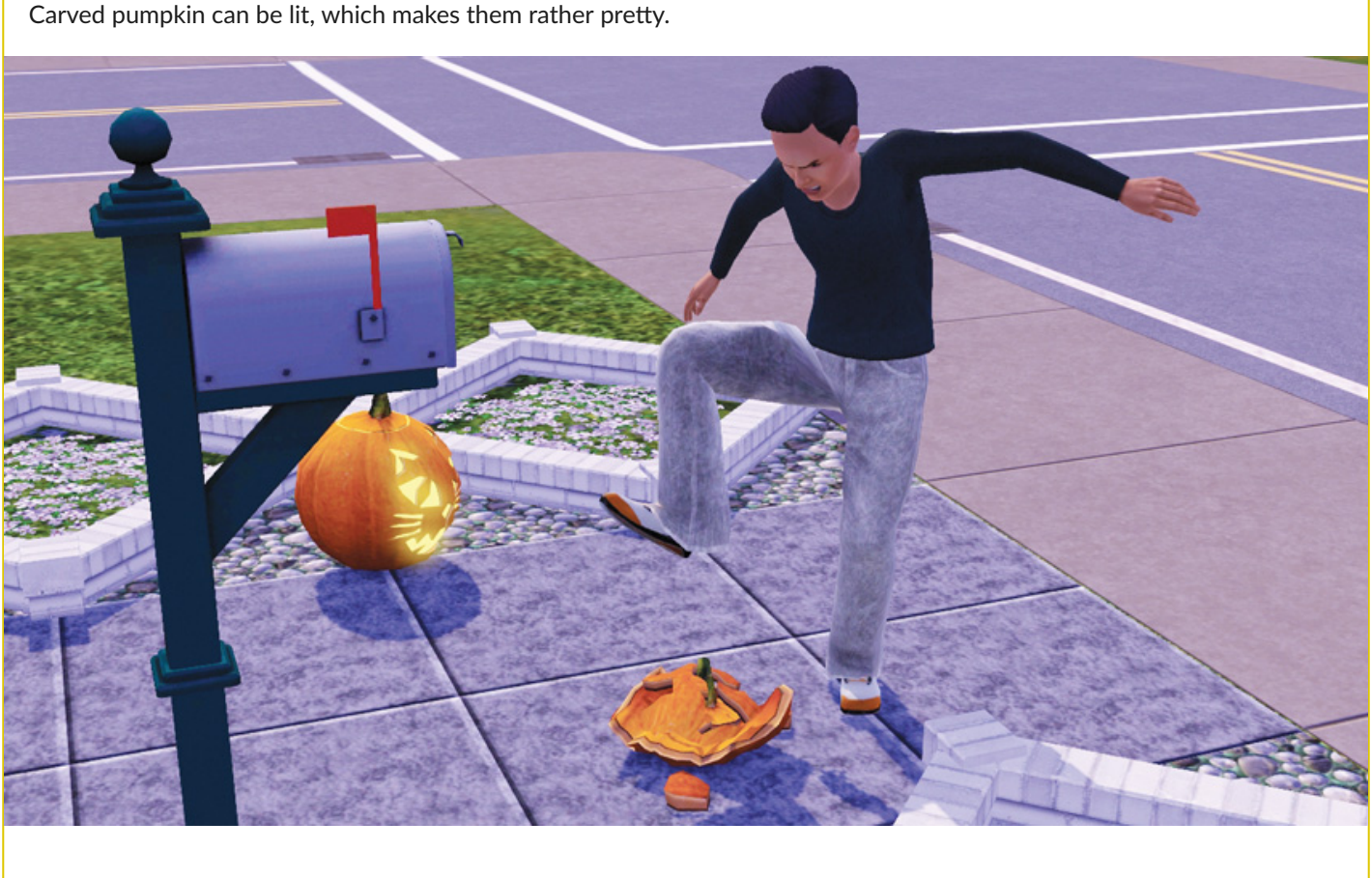
Once grown and harvested, pumpkins can either be used as an ingredient in a new dessert, pumpkin pie, or carved into Jack-o-Lanterns.

Jack-o-Lanterns are, of course, synonymous with autumn and especially Halloween—or, Spooky Day, in Seasons. When you have a pumpkin in your inventory or on the lot, you may click on it and choose Carve Pumpkin.

You can choose a design from a menu, and then your Sim sets about the process of cleaning and carving. After a few moments, they've carved a perfectly adorable (or diabolical) Jack-o-Lantern.



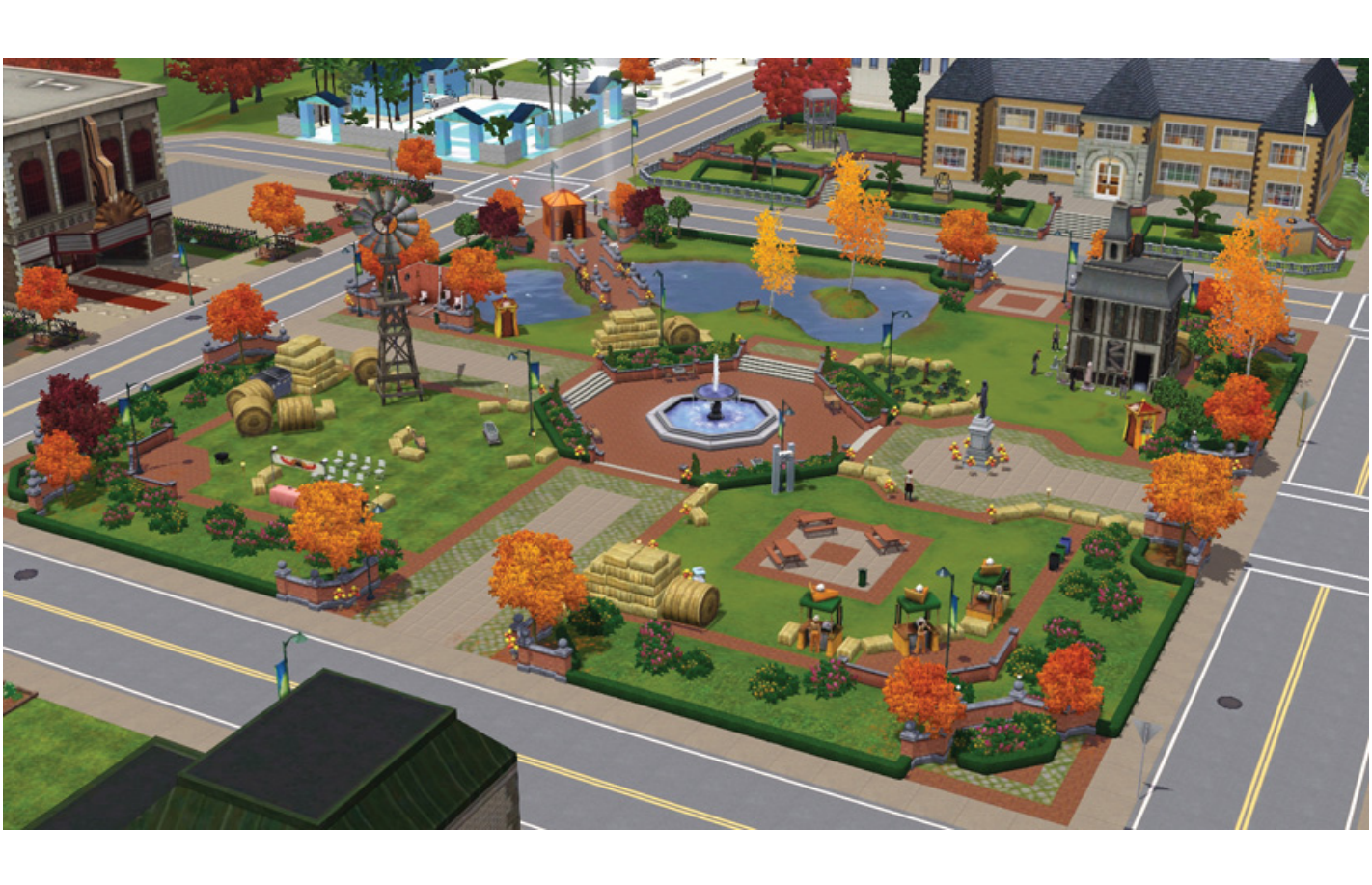
Carved pumpkin can be lit, which makes them rather pretty.



Want to really ruin somebody's day? Stomp their pumpkin. Now, Mean Spirited, Evil, and Grumpy Sims are likely to automatically do this (and have fun doing so), you can also choose the Stomp interaction on any Jack-o-Lantern. Just make sure the pumpkin isn't lit or you may get hit by the On Fire moodlet! Any children (or Childish) Sims that see you stomping a Jack-o-Lantern will cry. Jerk.

Once carved, a pumpkin has a short shelf life. It begins to decay. Be sure to dispose of unfinished or rotting pumpkins because they stink and are unpleasant to be around.

Fall Festival



The Fall Festival has made its way to town, setting up just in time to get everyone in the mood for Spooky Day! Don your best costume and come celebrate with us, won't you? Try your luck; the pie eating contest and apple bobbing tank await!

If competition doesn't strike your fancy, grab a city slicker's portion and watch from the sidelines. A trip through the haunted house may leave you a changed Sim—literally! Cap it all off with a stroll through the pumpkin patch to pick out a carving pumpkin, fresh from the farm.

- Hours of Operation: 8 AM–9 PM

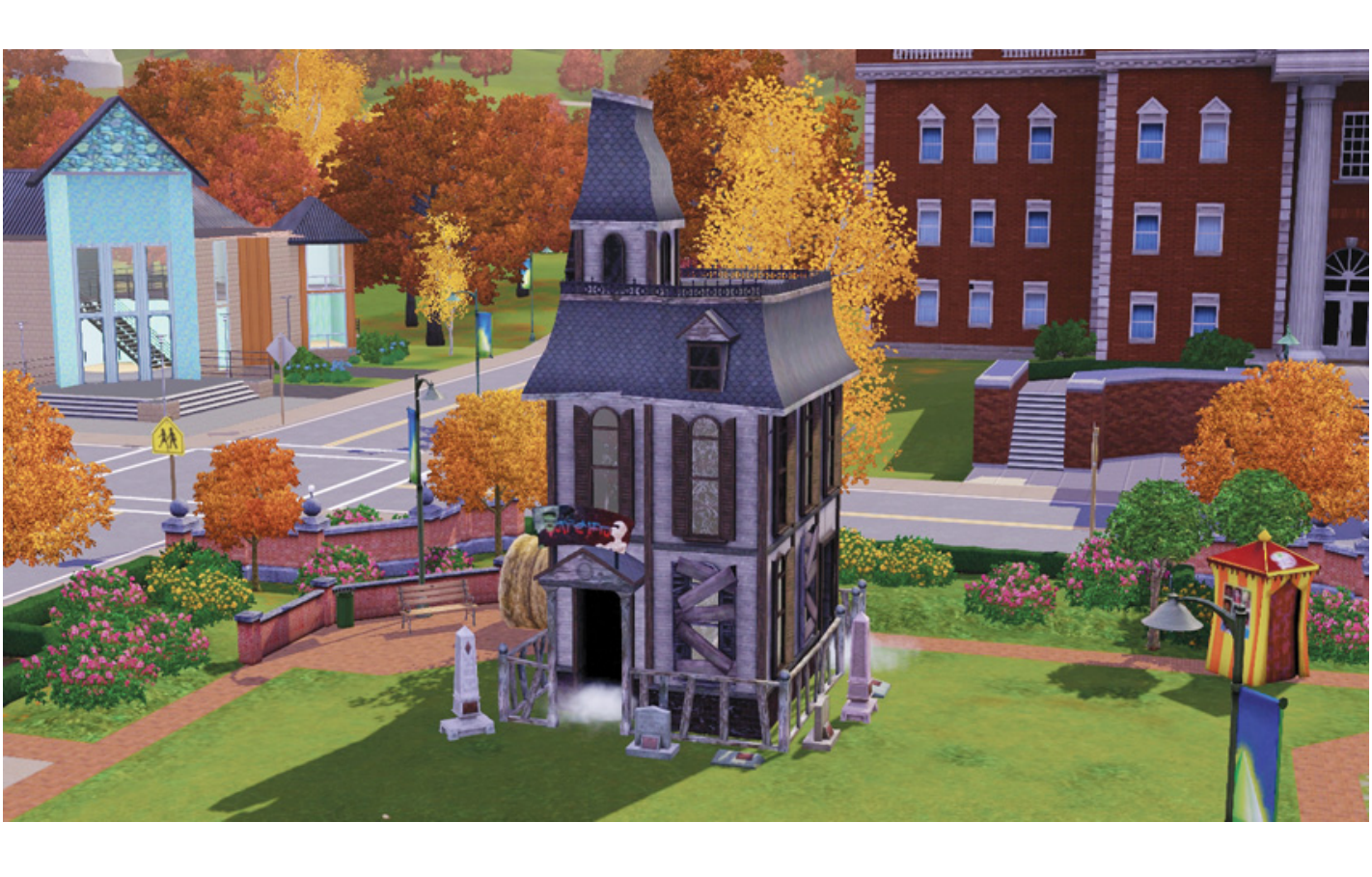
Festival Food

Dish	Price
Hot Chocolate	5
Hot Cider	5
Soda	5
Fruit Punch	5
Coffee	5
Cinnamon Donut	5
Pie	8
Sweet Potato Fries	8
Ice Cream Cone	8
French Fries	8
Tofu Dog	10
Hamburger	10
Hot Dog	10

Festival Ticket Prices

Prize	Tickets
Face Painting Booth	50
Apple Bobbing Tank	50
The Scary Shack	100
Pie Eating Competition Trough	100

Haunted House!



When the crypt doors shake and tombstones quake... towering above the Fall Festival grounds is the Scary Shack, a haunted house Sims love to tour. Just look at the windows of this creepy joint. Ghosts? Mummies? Spiders? What else lurks in there?

Fortunately, the haunted house itself is harmless—nobody gets hurt when they go on a little tour, although some Sims are certainly hesitant to step inside. (Brave Sims march right in and shrug it off on their way back out.) Though no physical harm comes from the tour, some Sims may be in a bit of a panic as they exit. Some Sims will have a bladder failure or even vomit as they step back into the fresh autumn air.

There is a small chance that some Sims will exit the house with a moodlet:

- Attacked by the Mummy
- Sucked into the Fourth Dimension
- Haunted
- Brushed with Zombie Fingers

Tip

There's also a small chance that some Sims will exit the haunted house with a few Festival Tickets in their pockets.

Face Painting

What festival is complete without a face painting booth? Every festival has a small tent where you can get a sweet little design painted on your mug. Designs include not only those found in the Make-Up tab of Create a Sim, but also some seasonal options:

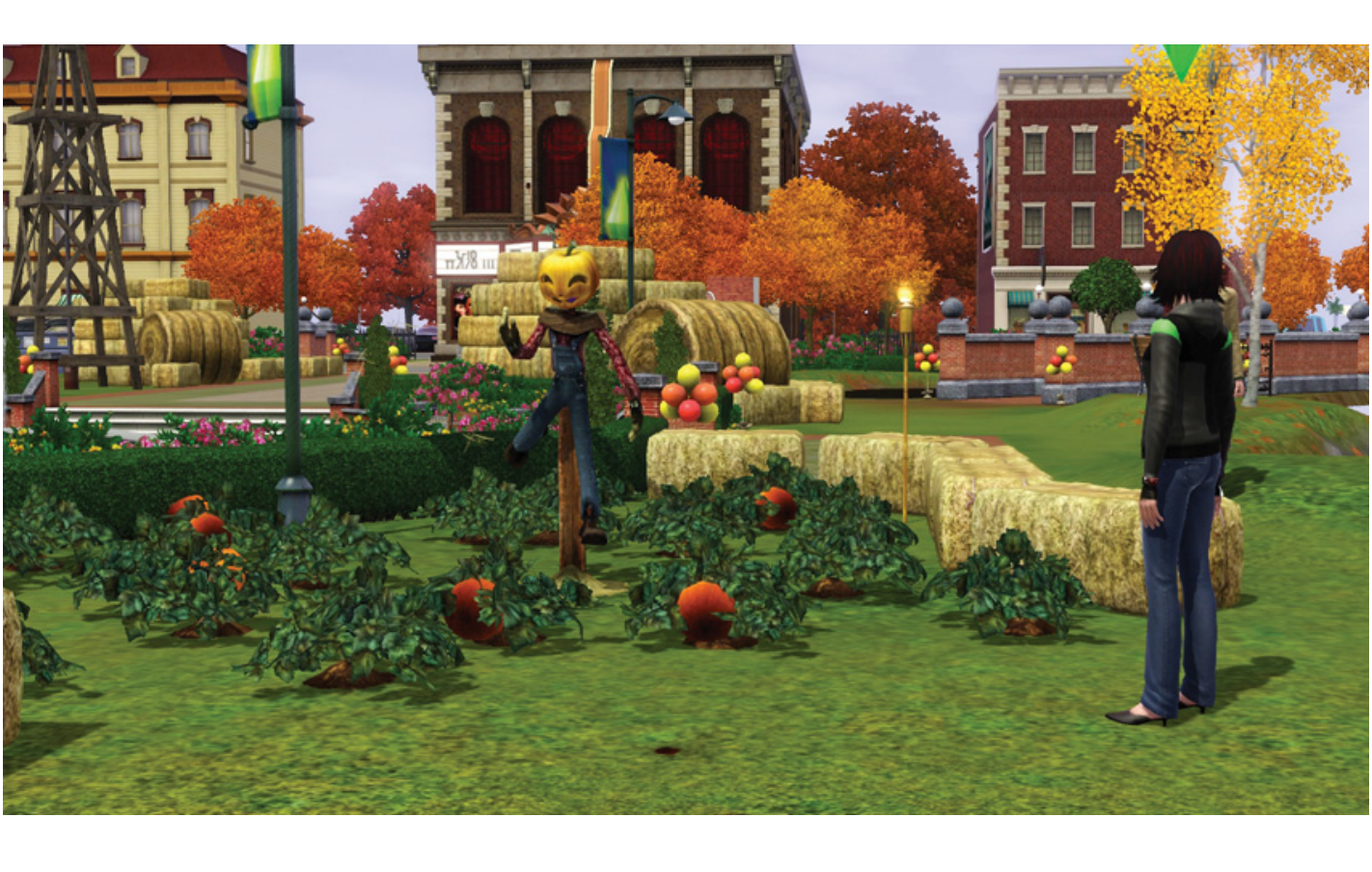
- Pumpkin
- Turkey

When you choose the Get Face Painted interaction, your Sim slips into the tent for a moment. When they emerge, they have a little splash of color on their face. Getting your face painted satisfies the Fun need. Face painting costs §50.

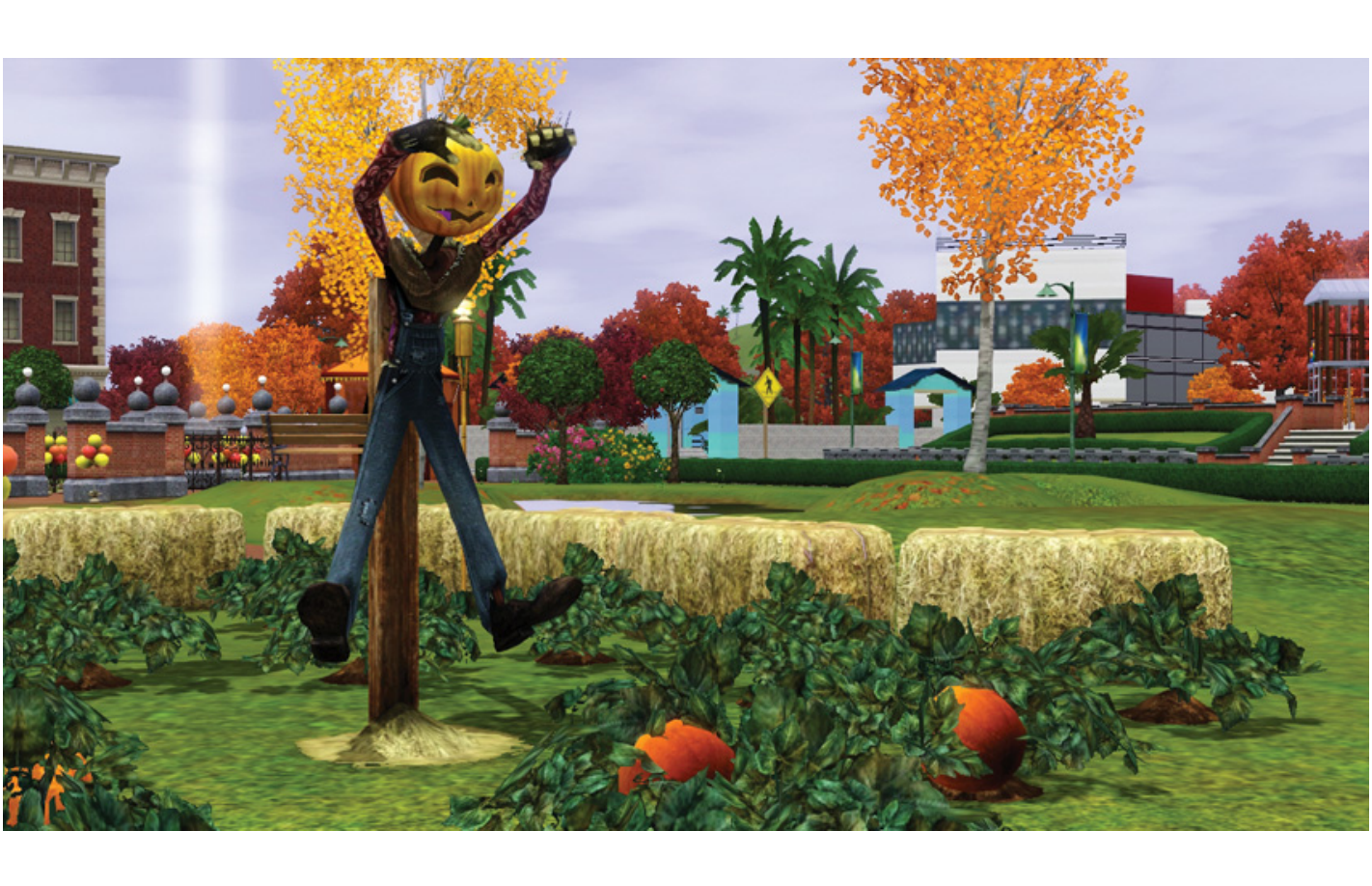
Now, there is a chance that face painting doesn't exactly work out. If the activity fails, your Sim emerges with a mess o' make-up on their face, such as big smudges. This doesn't ruin your day with a negative moodlet, but you definitely do not gain any Fun.

Face painting naturally fades after a few hours. If you want to remove it manually, you can hop in the shower, remove it via a mirror, or change your outfit.

Pumpkin Patch



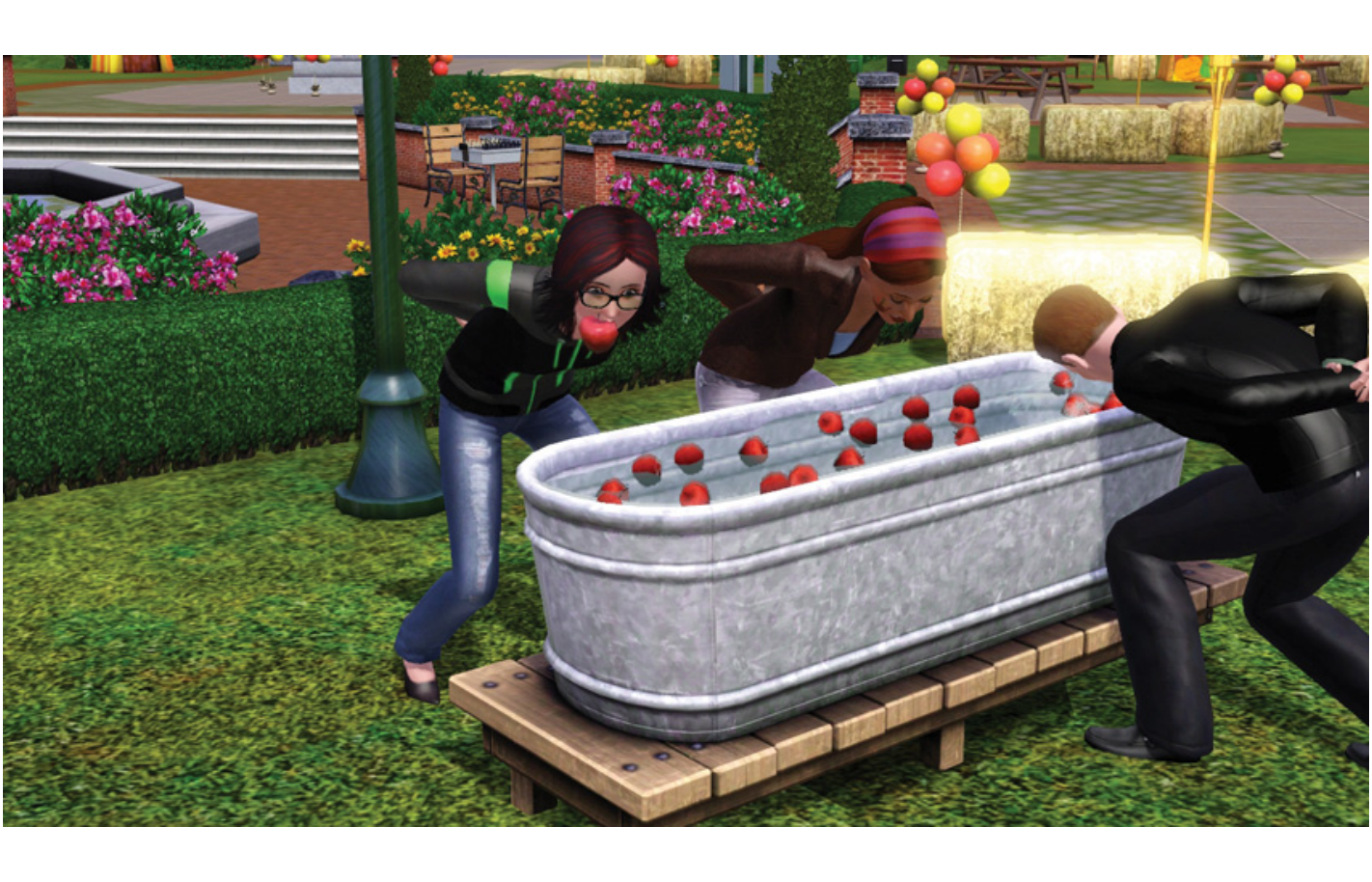
Sims love to celebrate this seasons with pumpkins. Pumpkin pie. Jack-o-Lanterns. So much to do with pumpkins. And though you can grow your own year-round, there is a pumpkin patch right in the heart of the Fall Festival grounds with fully grown pumpkins, ready to be harvested. Head on over and pick out a plump one so you can carve up a righteous Jack-o-Lantern back home!



A Scarecrow watches over the pumpkin patch. If you take the time to view the Scarecrow, you might be in for a bit of a surprise. There is a chance you'll see the Scarecrow come to life (for just a moment) and either do a merry jig or make a freaky face!

Bob for Apples!

Bobbing for apples is an activity traditionally associated with autumn festivals, however it can be used year-round. Up to four Sims can use the Apple Bobbing Tank to have fun and see who can collect the most apples using only their teeth. When you select the Bob for Apples interaction, the game will attempt to route up to three other Sims over to the tank to play along. At least two Sims are required to play, so after a few moments, the game will begin as long as one other Sim joins.



Once the game starts, Sims bend down and start biting at the apples. When a Sim nabs an apple, they rise up and spit it off to the side before dunking their heads back into the tank. The first Sim to grab five apples from the tank wins! That Sim then gets the Winner moodlet. All Sims then receive Festival Tickets, although the winner gets the most.

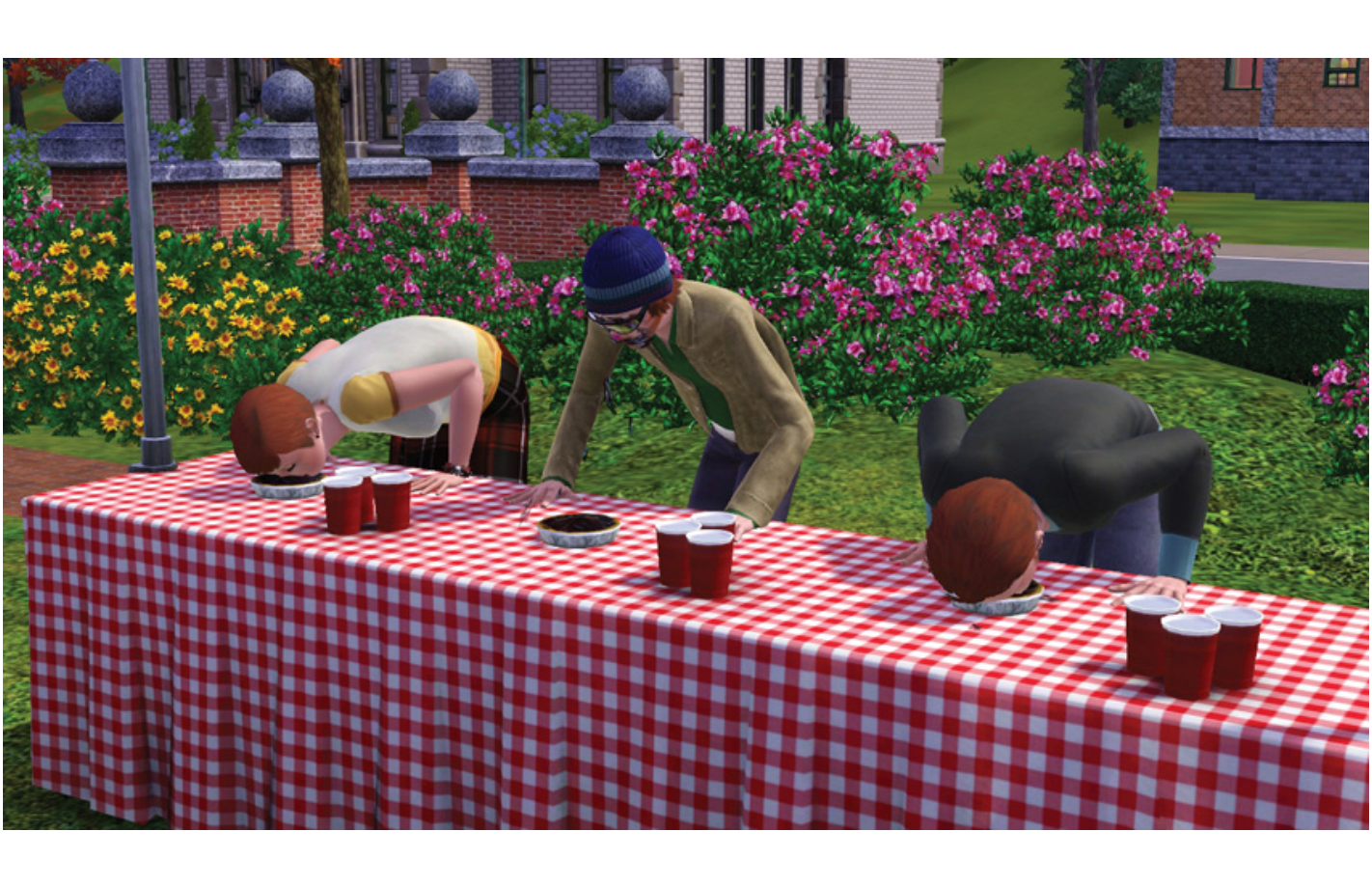
You can also opt to choose Join or Ask to Join in order to request specific Sims to join your game. If joining, this just pushes your Sim to an open slot around the busy tank.

Caution

If one Sim playing is Germy, there is a chance they will pass along their illness to the other players.

Pie Eating Contest

During the Fall Festival, you may try your luck (and intestinal fortitude) at the pie eating contest. Compete against up to two other Sims to see exactly who can fill their piehole the fastest. You may either Enter by yourself or Challenge other Sims to the contest.

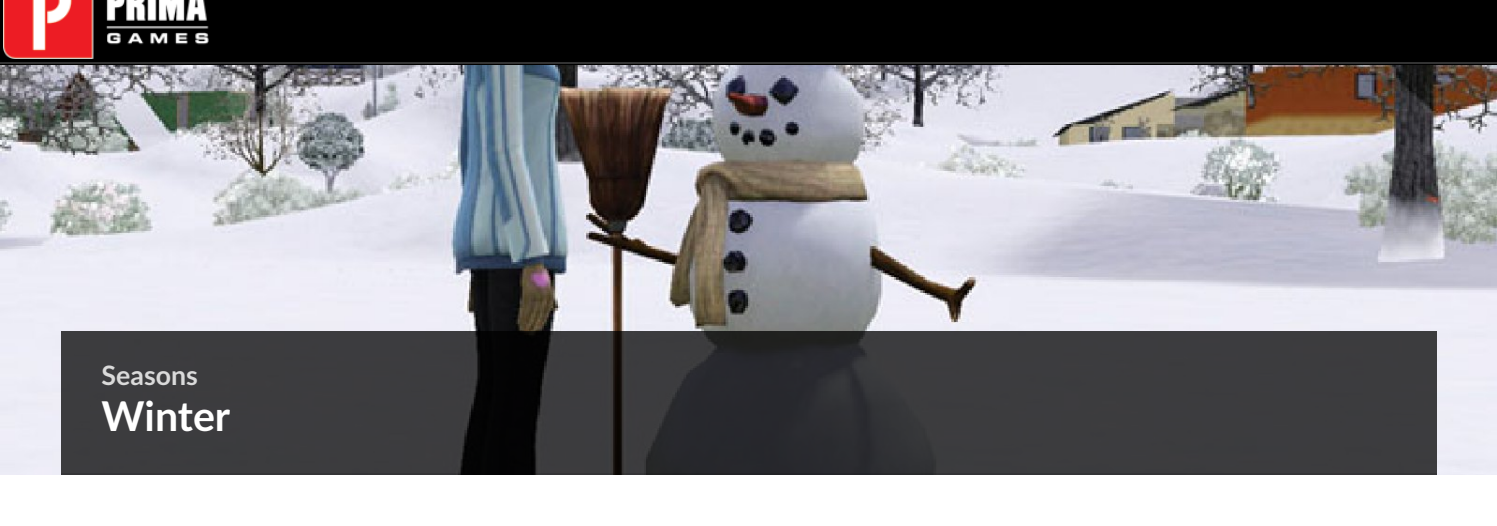


Like to hot dog eating contest during summer, when the contest begins, everybody puts their head down and starts shoveling. The contest ends when the first player cleans their plate. That Sim banks festival tickets and gets the Winner moodlet! The winner can also use the Brag about Winning Eating Competition social while enjoying the Winner moodlet. Second place and third place get smaller ticket awards.

Five factors help determine who wins the contest:

- Low Hunger need prior to the start of the contest.
- The fewer slices of pie eaten in the day or two prior to the contest, the better. Any kind of pie counts toward this, such as key lime pie or pumpkin pie.
- The Sim hasn't entered an eating contest for at least three days.
- If the Sim's favorite food is pie, they have a natural advantage.
- Ghosts, SimBots, Mummies, Vampires, and Imaginary Friends can naturally eat more and, thus, have a slight edge here.

Every competitor in the contest gets the Stuffed moodlet as well as pie all over their face. This lowers Hygiene. Some competitors may also get the Nauseous moodlet. If that happens, they may retreat to the bushes and evacuate their stomach.



Seasons

Winter

Winter

The weather outside may be frightful, but the fire inside? So delightful. Sims love to charge out into the billowing blankets of snow on the ground, flinging snowballs and rolling up friendly snowmen. But as the sun on a snappy winter day sets and the temperature drops like a stone, Sims head inside to snuggle up with family and celebrate that while the world outside may be hibernating, their hearts are still alive with love and merriment.

Weather Outlook

Welcome to a winter wonderland. Snow is synonymous with winter in Seasons, although you don't necessarily wake up on the first day of this season to three feet of snow in the front yard. Snow accumulates over time when there is a light or medium snow. However, should the clouds turn a nasty gray and really start dumping, your city will be blanketed in no time.

Snow, however, is so much fun to play in... as long as you stay warm. Going outside to ice skate on frozen ponds, build snowmen, erect igloos, and more are real joys of this season. And there's just something about curling up in a warm house, looking out the window, through a row of icicles at a peaceful quilt of snow. Especially when holiday lights start twinkling all across town.

Winter Holiday: Snowflake Day

'Tis the season! During the winter holiday, Snowflake Day, Sims receive the moodlet Holiday Cheer. On this day, more than any other, Sims are in particularly high spirits. Sims will usually accept all socials (unless you go way overboard with romantics) and Sims not under your control will veer toward Friendly STC socials in conversations.

Snowflake Day also marks the holiday bonus, in which Sims receive a little extra from their employers. Unless, of course, you've been skipping shifts or calling in fake sick... then you risk getting a smaller bonus. Or no bonus at all!

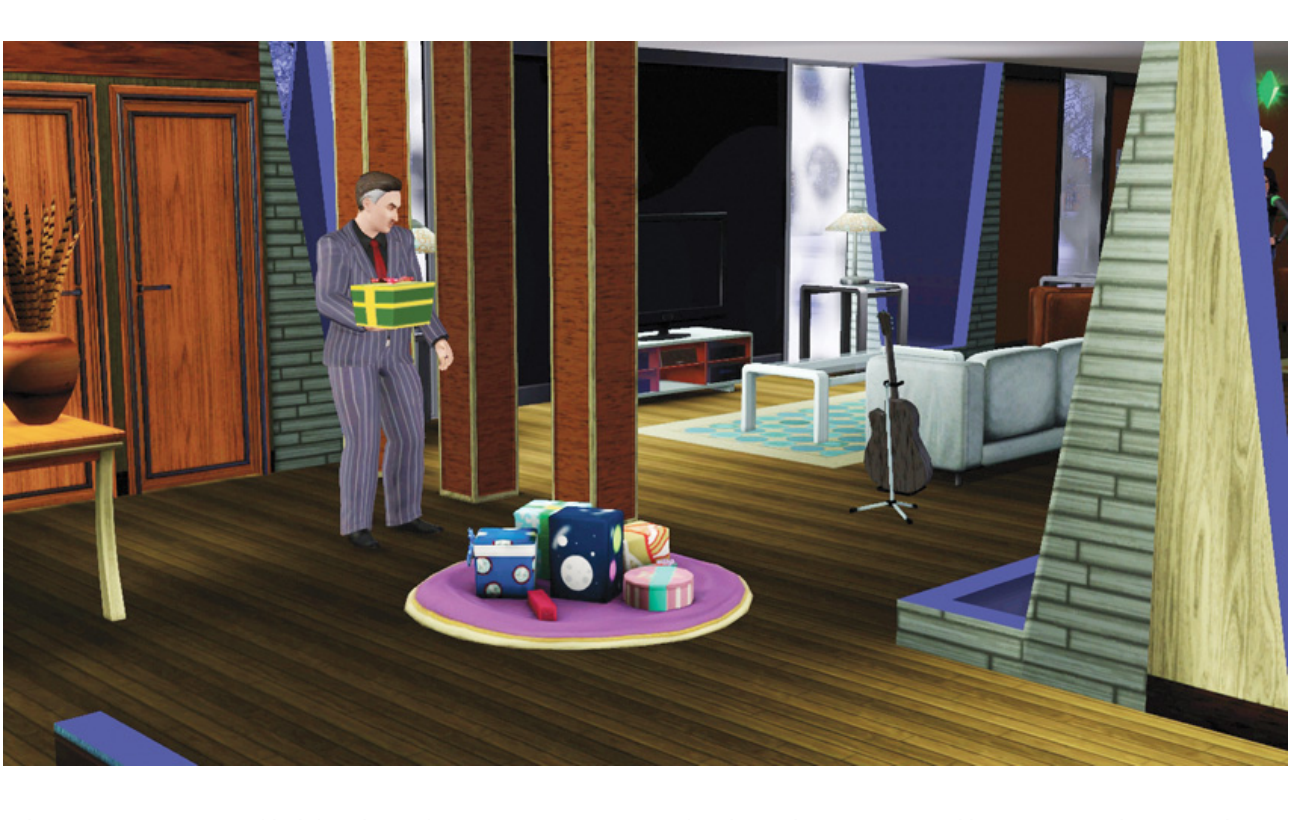
Winter Party Suggestion: Feast Party

The feast party actually removes the need for you, as the party host, to prepare a full spread for your guests. The entire point of this party is for all invited to arrive with one dish. When guests arrive to your shindig, they will be carrying a plate of food with multiple servings. Each food-bearing guest will place their food on an available surface, typically as close to the kitchen as possible and usually close to other plates of food.

Guests' dishes always contain multiple servings. However, the game keeps track of how many Sims are at the party so that more plates than necessary are not brought. For example, if you have a full boat of 10 guests, chances are good that the last few guests to arrive will not bring a dish. That way, there are no leftovers from this party, which cuts down both on waste and post-party cleaning.

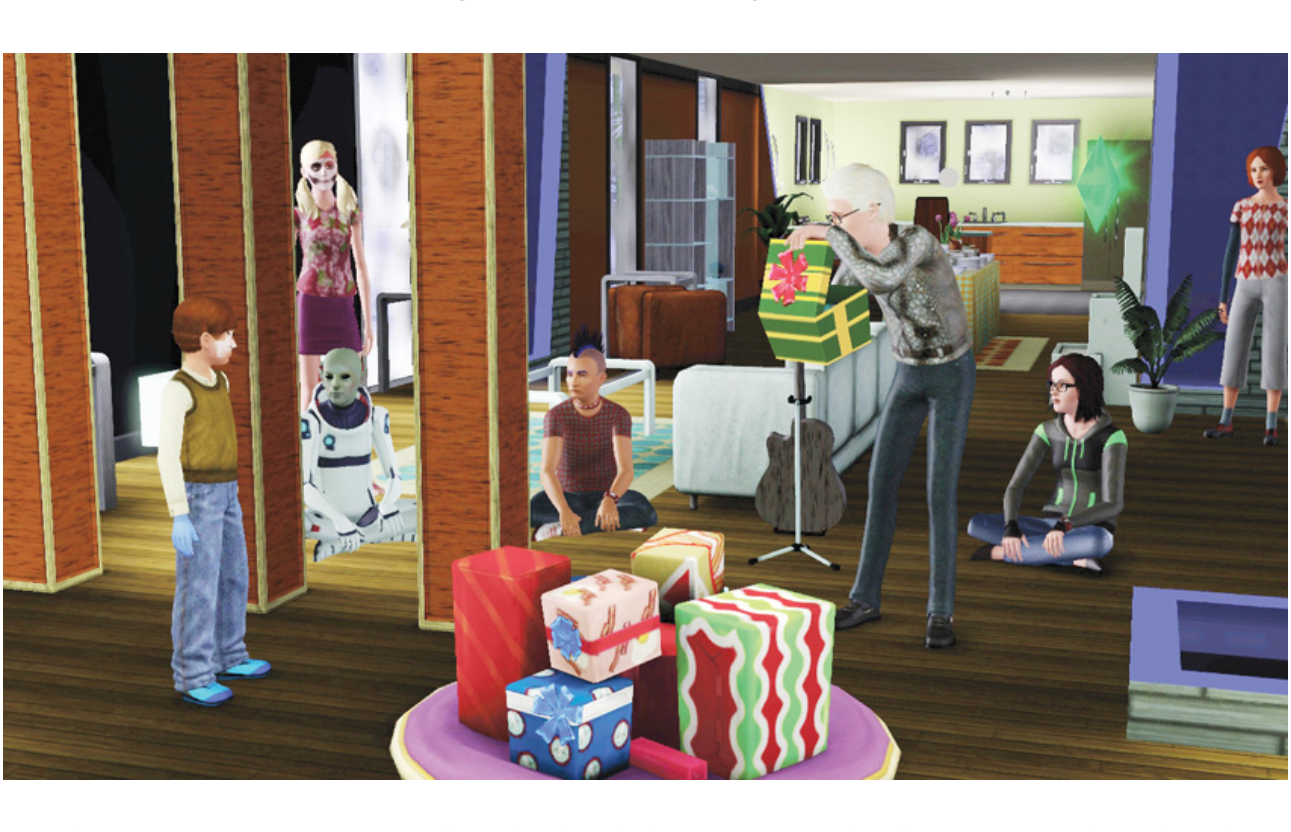
At some point during the party, once all guests have arrived and folks are having a good time, you may use the new Call Party to Eat interaction. This interaction is available on any group serving on the lot. At this point, the feast begins. Attendees route to the food and start serving themselves. Within moments, folks are eating and hopefully enjoying the Nice Meal moodlet.

Winter Party Suggestion: Gift-Giving Party



When you want to spread holiday cheer, throw a gift-giving party. This themed party operates like most normal get-togethers—you still need to be on top of mood and needs—but the festivities are centered around a new object: gift pile. The gift pile appears when the party is underway. The gift pile always has enough presents for everybody who comes to the party, however when guests arrive, they always walk over and add another to the pile.

Once the party is underway, click on the gift pile and choose the Call Everyone to Open Gifts. This signals that it's time to open presents. Sims at the party move toward the gift pile and the festivities begin!



Sims take turns opening presents. A Sim walks to the pile and fishes out a present. They then open it up and react depending on what's inside. You do not control what is inside the gift boxes. Some Sims are positively ecstatic over their present. Some Sims are... not. The gift is added to the personal or household inventory of the Sim and the next person begins to open their present. While gifts are being opened, the crowd reacts with laughter and cheers.

Note

Bad gifts in the pile aren't truly horrible. They're just funny, like fruitcake or coal.

There is no hard rule about only throwing gift-giving parties during the winter season. You may throw one of these parties whenever you like, bringing friends and friends-to-be together under one roof for a few hours of fun, food, and generosity.

Caution

If you cancel the party before all of the gifts have been opened, you will lose LTR with every single guest at the party. So don't get greedy!

Frozen Ponds

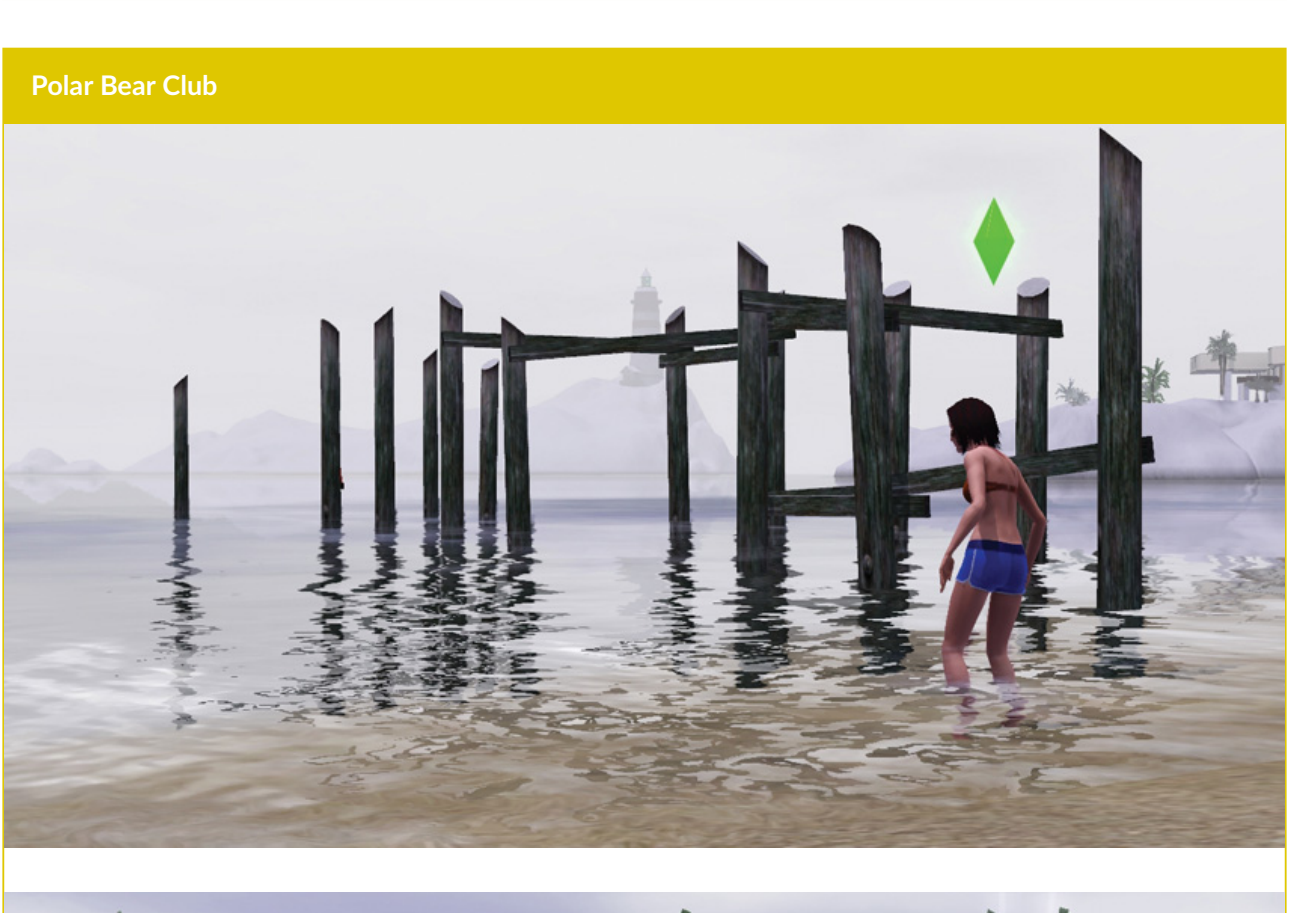
As temperatures drop during winter, ponds around your town will freeze. This doesn't happen instantly, It usually takes a day or two for the pond to freeze solid. Once it is frozen, though, Sims can either walk across it or go ice skating on it. Skating on a frozen pond is almost exactly like skating in an ice skating rink, with most of the same interactions. There are two main differences. First, the skating direction is chosen randomly, and Sims can't change direction. Also, Sims can't watch pond skaters like they can rink skaters. The other interactions are the same as on a rink:

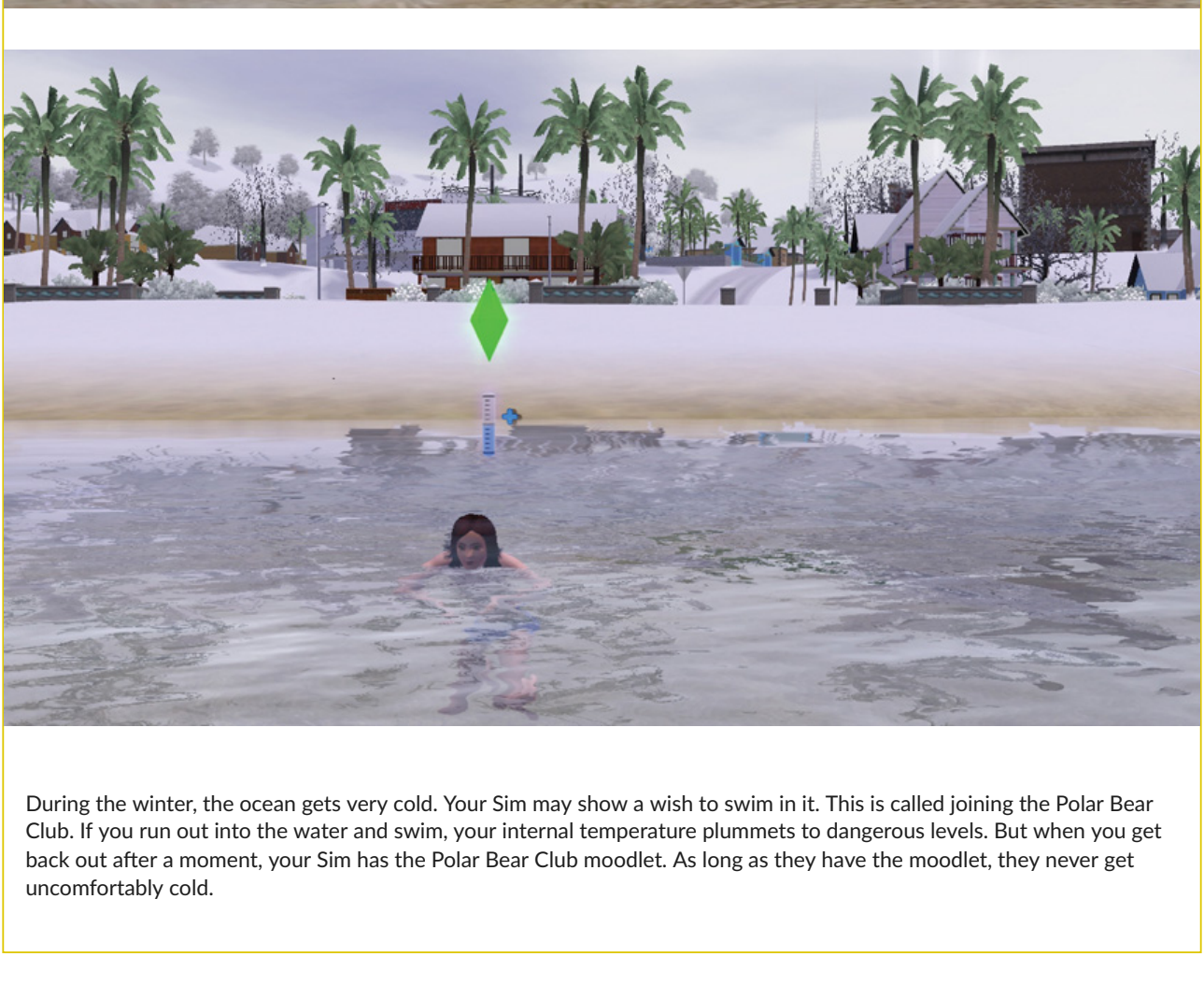
Skate/Skate with: The most basic interaction on the ice. When selected, Sims strap on their skates and start moving around the ice in the same direction as the other skaters, if any are currently skating. If this is early in the Sim's skating "career," they often stumble around. As Sims get better, they stop slipping. Sims can also choose to skate with another Sim, which not only satisfies Fun, but also the Social need. However, the skating level of your Sim can affect the other skater.

Join/Ask to Join: You can either chose to join another skater or ask another Sim to join you in skating.

Spin/Spin with: While skating, you can choose to do a spin move. This sends your Sim to a spot on the ice where there is enough room to spin. Depending on your skill level, you can fall or perform a wobbly spin (if low skill level), perform a tight spin (medium), or a layback spin (high skill). After the spin the Sim returns to skating in a loop. If you opt to spin with another Sim (and this request cannot be rejected), you link arms and start to spin around for a few moments. If one of the Sims has a low Skating skill, there is a chance both will fall. But if both are decent skaters, they can pull off some rather graceful spins. Spinning with another Sim is Fun, satisfies Social, and boosts LTR.

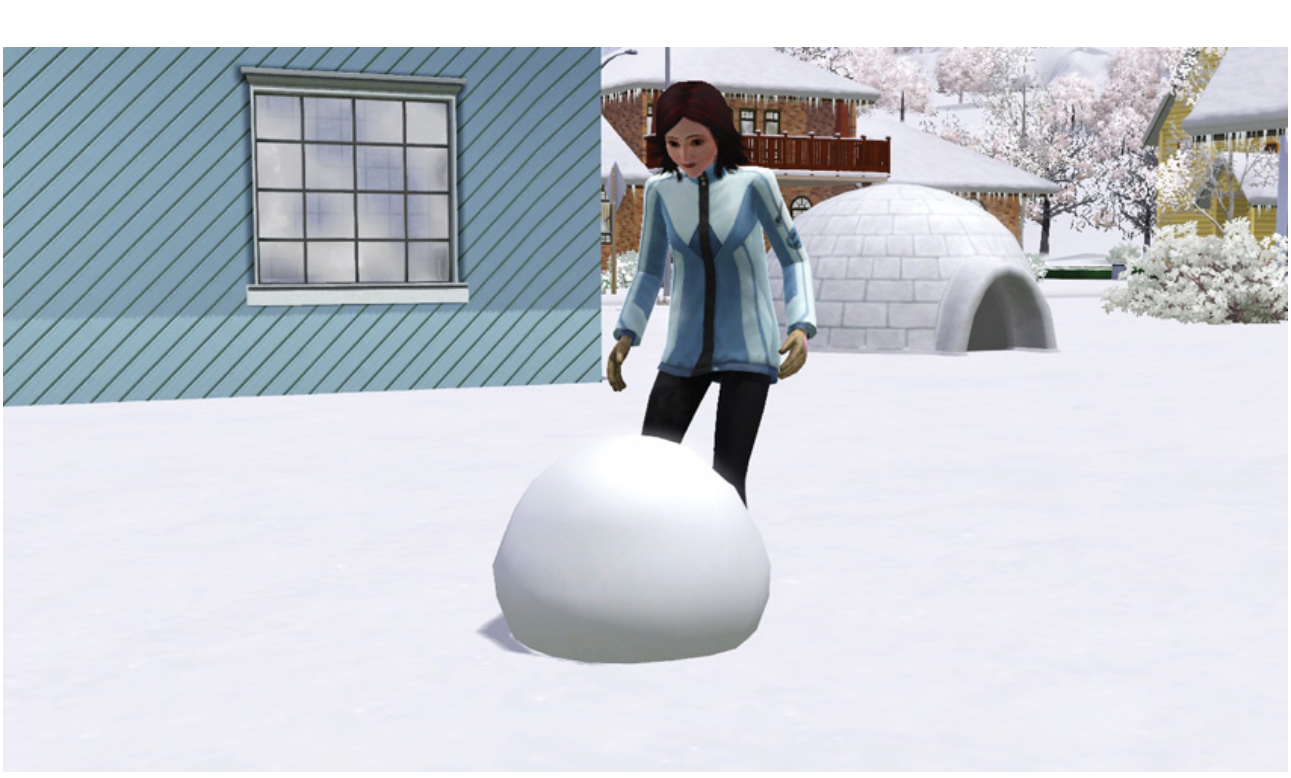
Polar Bear Club



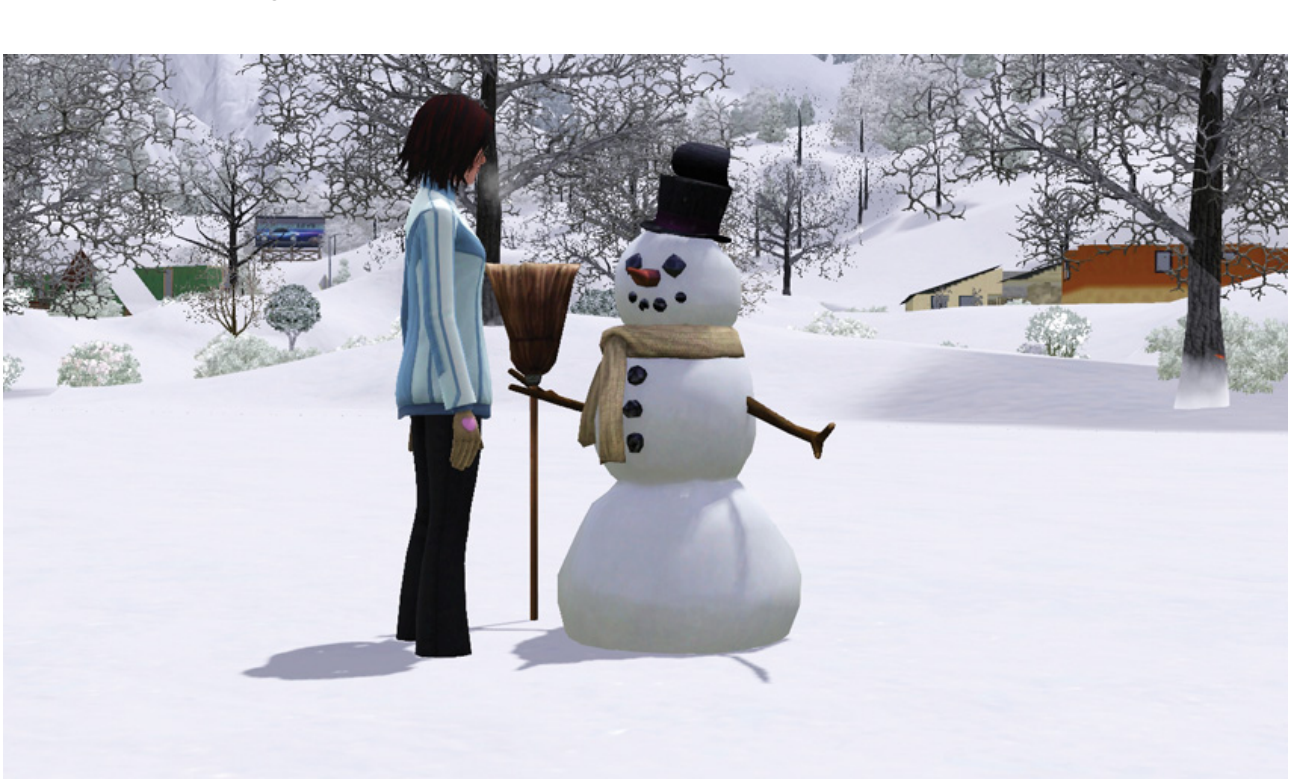


During the winter, the ocean gets very cold. Your Sim may show a wish to swim in it. This is called joining the Polar Bear Club. If you run out into the water and swim, your internal temperature plummets to dangerous levels. But when you get back out after a moment, your Sim has the Polar Bear Club moodlet. As long as they have the moodlet, they never get uncomfortably cold.

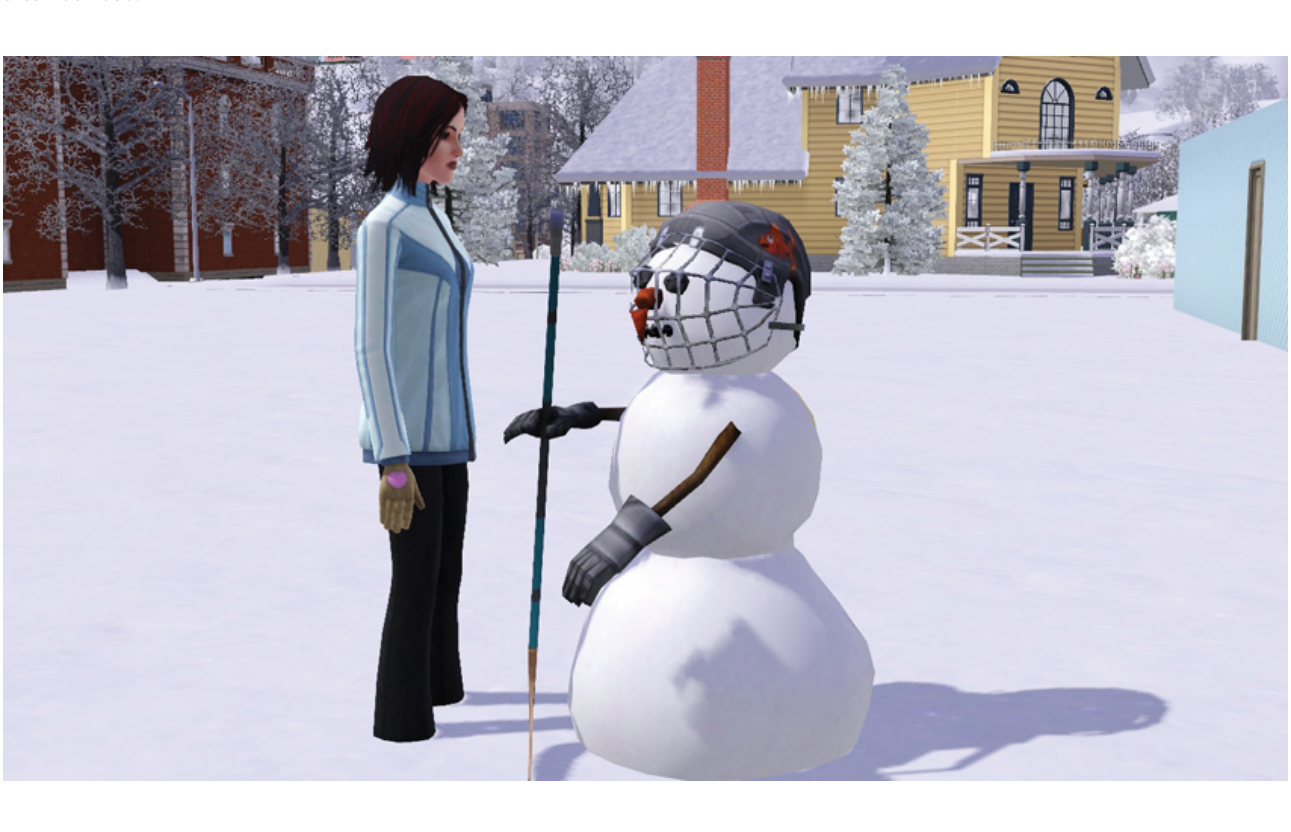
Snowmen



When snow accumulates on the ground, there are so many fun activities your Sims can indulge in, such as building a snowman! Snowmen can be built all by yourself or with another Sim (LTR boost!). All you need to do to get started on this activity is click accumulated snow on the ground and select Make Snowman.



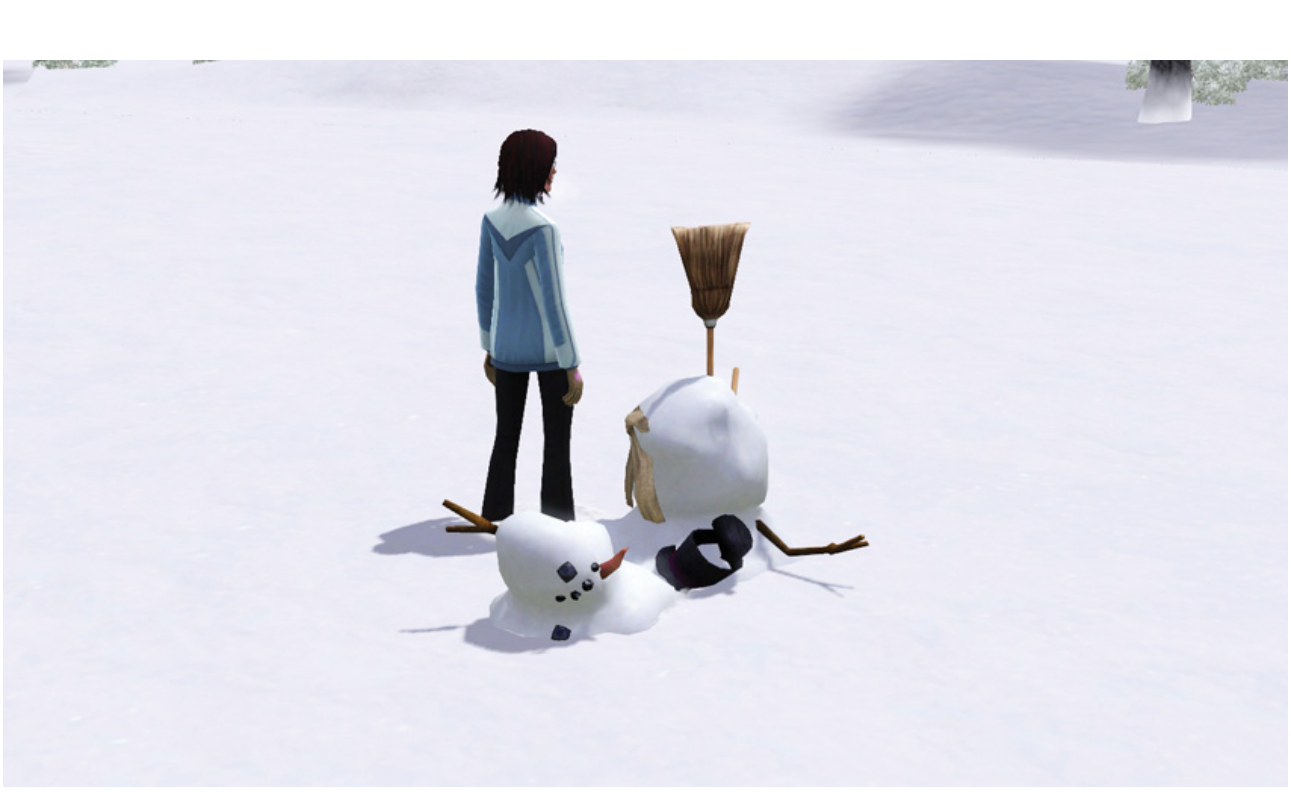
When you start making a snowman, you roll up a large ball of snow. This is the base. As you continue building, the midsection appears. Finally, the head goes on top and your Sim adds decorations that make up the face, such as lumps of coal for eyes and a carrot nose.



However, as soon as you make your first snowman, you "discover" a snowman design. Now, you can make that particular type of snowman by designating it from the Make menu. However, you can choose to just Make Snowman again (without the design designation) to see what random design your Sim comes up with next. They may build another basic snowman... they may pull off a more creative design, such as a hockey-playing snowman or a grim reaper snowman. When a design is discovered, it can be selected from the Make menu.

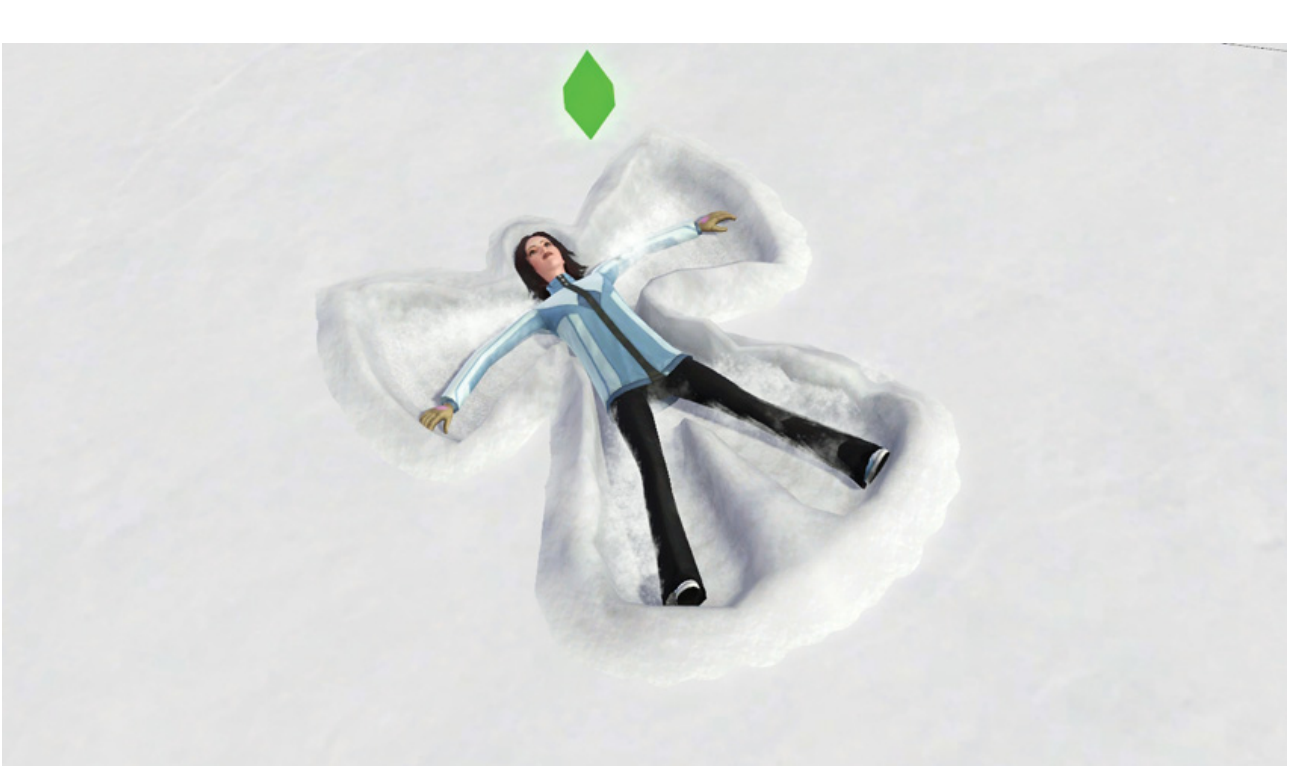
There are several types of snowman designs, and certain traits or Sim features can influence which designs your Sim may come up with when left to their own devices:

- Alien: Alien Sims (or children with alien DNA) are more likely to create alien snowmen. Insane Sims or Computer Whiz Sims are also more likely to build alien snowmen. If Sims have engaged in a lot of hacking via a computer, they too may build an alien snowman.
- Tragic Clown: If your Sim is in a particularly foul mood, the chance of building this unfunny clown snowman goes up. Grumpy Sims or Sims who Hate the Outdoors are also more likely to build a tragic clown.
- Grim Reaper: Though a touch morbid, elder Sims are more likely to build grim reaper snowmen. Sims who work part-time at the mausoleum, have either the Unlucky or Evil traits, or possess multiple urns/gravestones on their lot are also likely to build this type of snowman.
- Evil: Daredevil Evil, Mean Spirited, or Pyro Sims are more likely to build evil snowmen.
- Hockey: Athletic Sims or Sims who Love the Outdoors are more likely to slap a hockey mask on their snowman. The presence of an ice rink on the lot can also influence the odds of rolling up a hockey snowman.



As the temperature goes up, snowmen melt. But if you'd rather put a snowman out of his misery—or you're just feeling a little destructive—you can use Destroy on a snowman. The destructor walks up to the snowman and just goes to town, kicking and punching it until nothing is left but a pile of ruined snow. If you destroy your own snowman, it's no big deal. But if you wreck somebody else's snowman in front of them, you lose LTR. If a child built the snowman, they will start to cry. An adult Sim may even pick a fight with you for pummeling the snowman.

Snow Angels



Like building a snowman, when you click on accumulated snow, you see the option to make a snow angel. When doing so, your Sim lies in the snow and starts waving their arms and legs to make the angel wings and robes in the powder. After a few moments, the Sim stands back up and admires their creation.

Some Sims—those with Insane, Absent-Minded, or Clumsy traits—will fall face-first into the snow to make their angel. This gives them the Frosty Face moodlet.

Note

Making snow angels satisfies the Fun need.

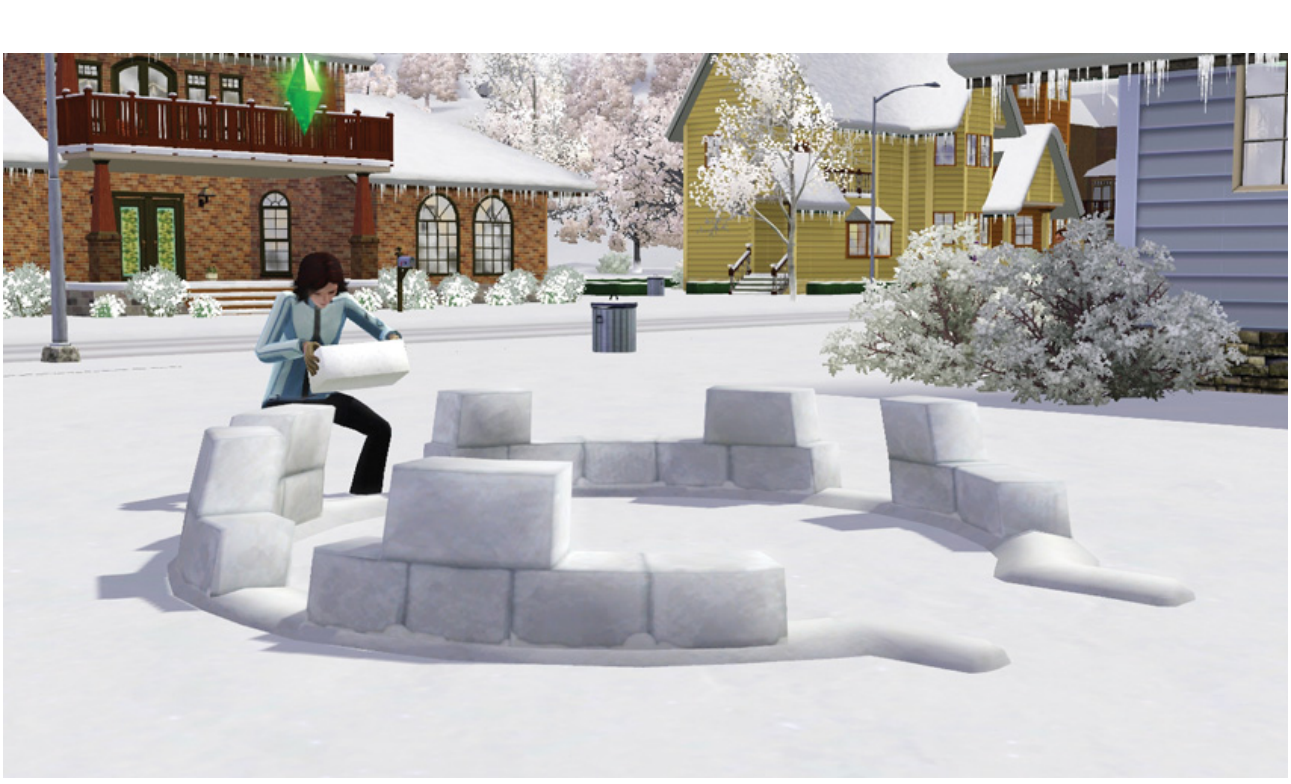
Caution

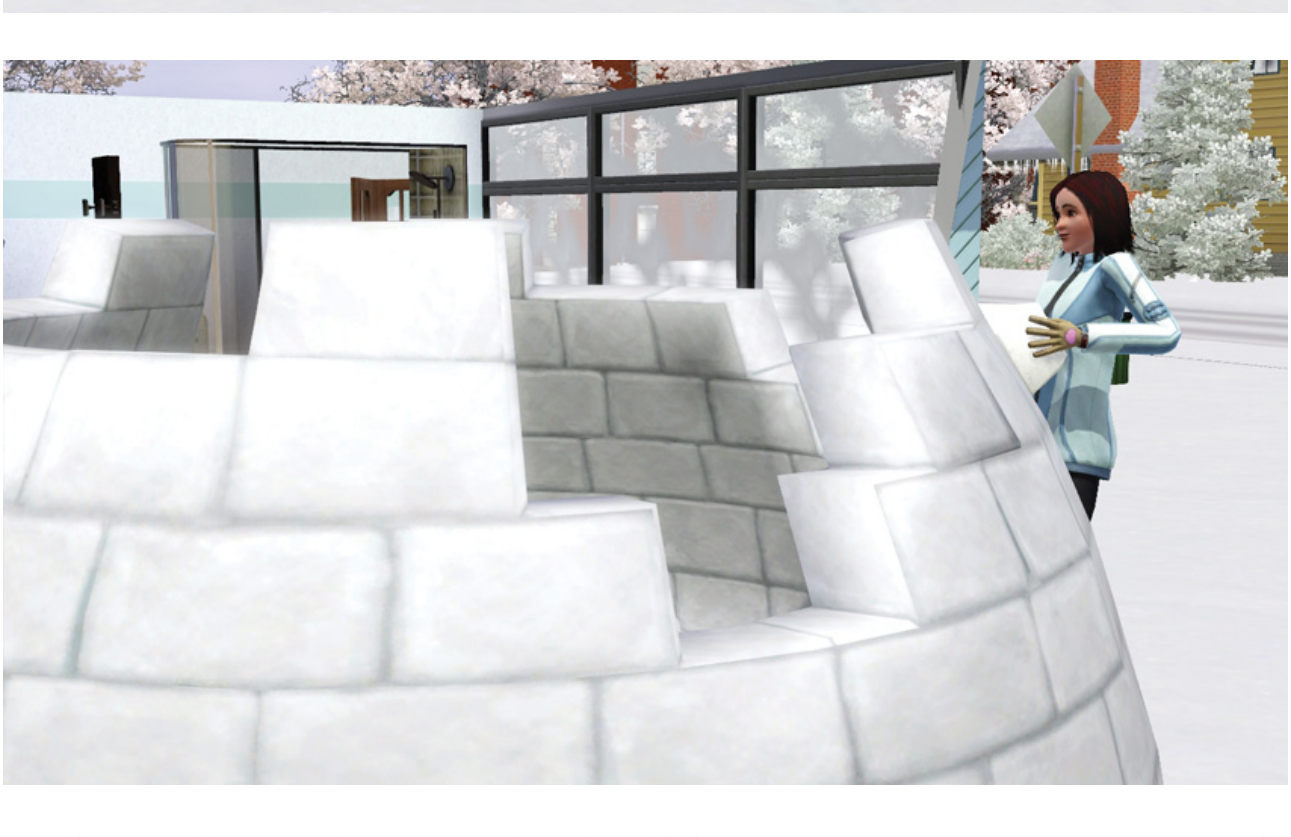
Making a snow angel lowers your Sim's internal temp, so be mindful! Sims with the Daredevil trait switch into swimwear before making a snow angel, so be double-mindful of their temperature!

Like snowmen, snow angels can be destroyed. If you wreck your own snow angel, whatevs. But if you wreck somebody else's in front of them, you lose LTR. If a child made the angel, they start to cry. And you risk an adult Sim picking a fight with you for ruining the snow angel.

Igloos

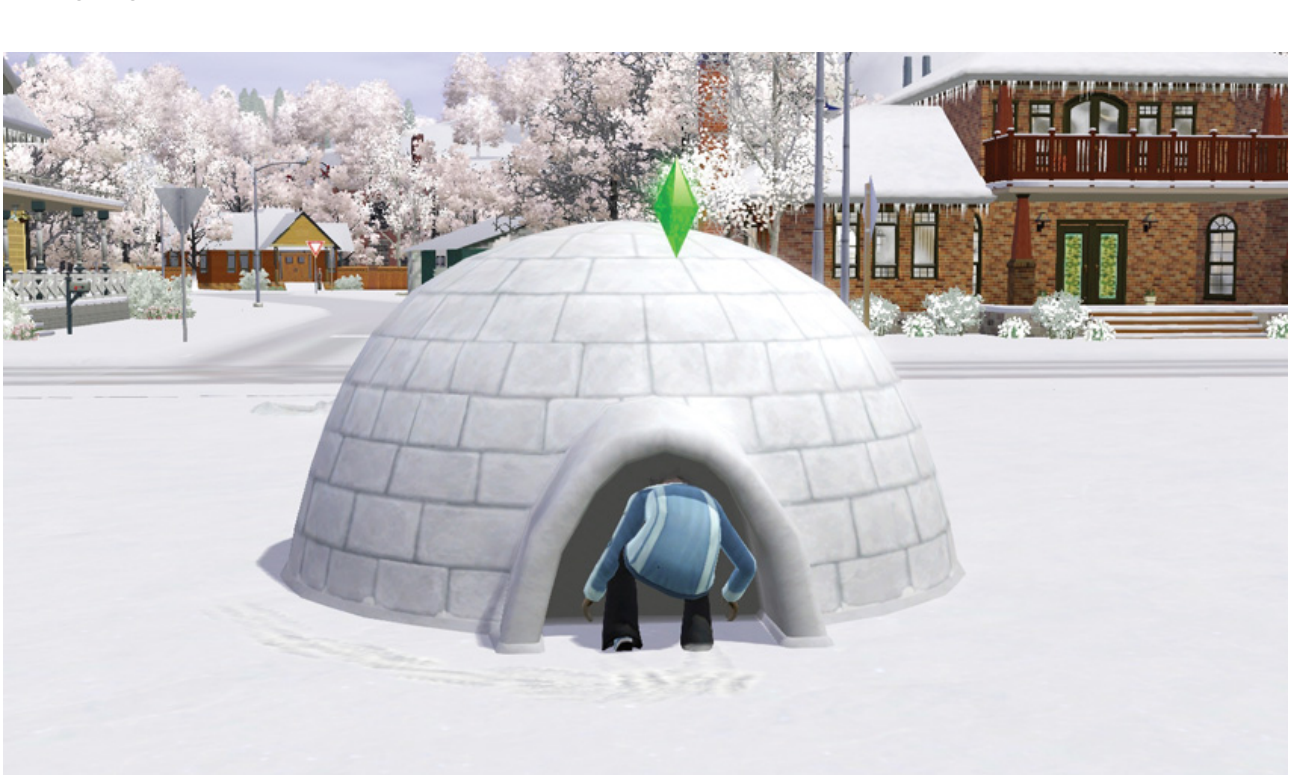
When it snows heavily, you can build a cool (literally!) igloo for your Sims. Igloos act like tents, in that there are a host of similar interactions you may perform on a finished igloo, such as taking a nap on crawling inside with your paramour and enjoying some wintry WooHoo.





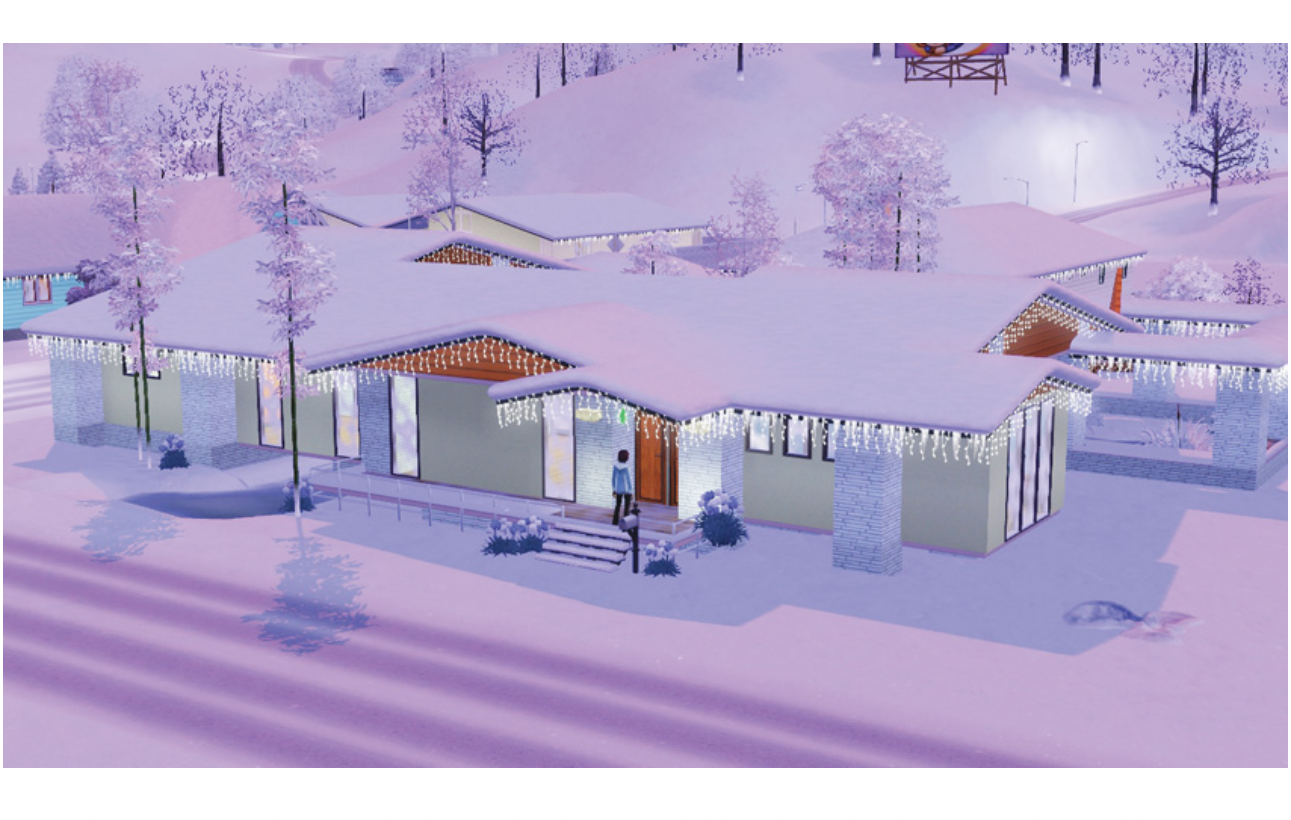
To build an igloo, click on accumulated snow and choose the Build Igloo interaction. This starts the process, which has several steps. You don't need to do anything but watch as your Sim builds snow bricks to create the foundation, then erects the circular wall, before putting on the final touches and christening it a real-deal igloo, complete with that little "tunnel" that leads inside. At any point, you may stop building an igloo. As long as it stays cold outside, you can go back to it and continue building either alone or with another Sim. If the temperature rises to the point that snow starts to melt, your unfinished igloo is lost. As soon as the igloo is finished, your Sim stands back and admires their work.

Building an igloo with another Sim boosts LTR and Social.

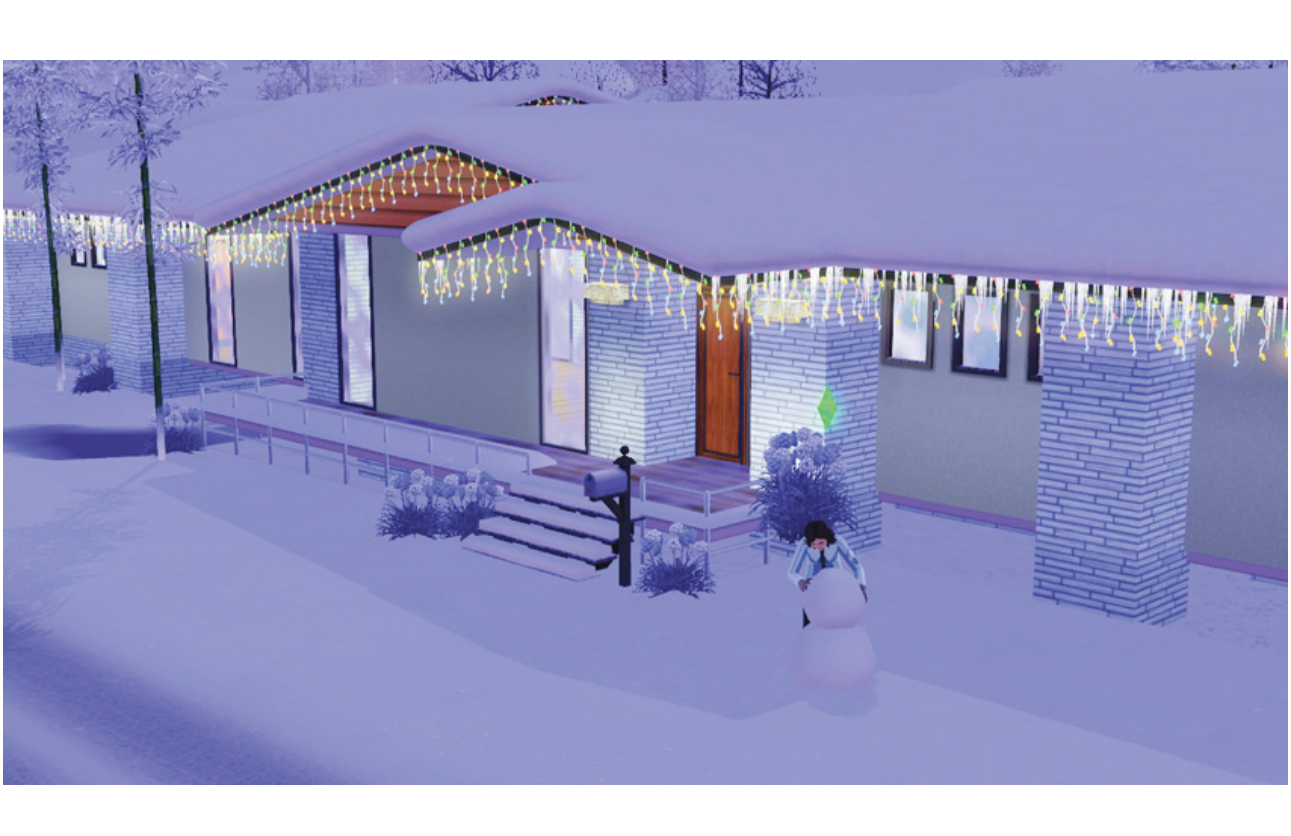


As soon as an igloo is finished, you can crawl inside to relax or sleep. Children can also click on the igloo and choose to play inside. But grown ups can opt to use the igloo for a winter wonderland rendezvous, or even Try for Baby inside the igloo. If a baby is conceived inside the igloo, they are born with the Loves the Cold trait.

Holiday House Lights

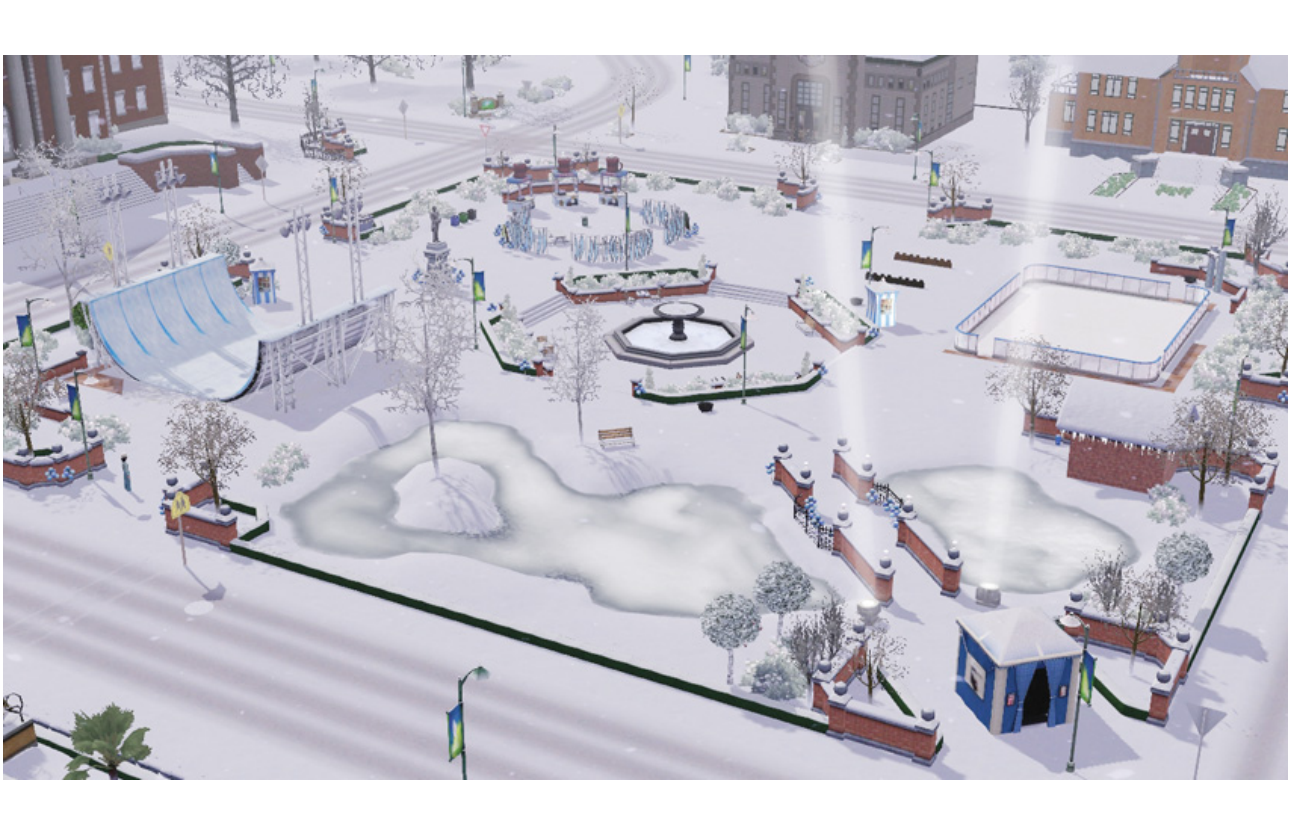


During the winter season, houses can be decorated with strings of holiday lights. When the sun goes down and the winter scene is bathed in chilly darkness, these strands of merry lights are indeed gorgeous sights to behold. You will see these lights appear on other houses in the city when winter comes, but you can also hang your own on your house at no cost whatsoever.



Just click on the front door of the house and choose Apply (or Remove to take them down). You may choose to either string up regular lights, or strands of icicle-style lights that dangle from the roof. You can also choose which color you want to use for the lights! Give it a go and make your house truly a festive place to be during winter.

Winter Festival



A little snow isn't going to stop this town from celebrating! When the Winter Festival comes to town, Sims can gather to enjoy all sorts of wonderful activities, like snowboarding and ice skating. Before folks get too chilly, be sure to head for the concession stands and nab something hot to drink, like hot chocolate or coffee. With a warm tummy, you'll have the wherewithal needed to throw down at the snowball arena or just enjoy a pleasing stroll around the festival lot with friends and family.

- Hours of Operation: 8 AM–9 PM

Winter Food

Dish	Price
Hot Chocolate	5
Gingerbread Cookie	5
Soda	5
Hot Cider	5
Coffee	5
Fruit Punch	5
Eggnog	7
Pie	8
French Fries	8
Tofu Dog	10
Hamburger	10
Hot Dog	10

Festival Ticket Prices

Prize	Tickets
Ice Skating Rink (Small)	50
Face Painting Booth	50
Snowboard Half-Pipe	100
Ice Skating Rink (Large)	100

Snowboarding

Dominating the winter festival, the Snowboarding Half-Pipe invites every Sim to step right up and give this extreme sport an honest-to-goodness shot. Naturally, Athletic Sims will do a little better at first, but with practice, almost any Sim can learn to stay upright. Keep at this semi-hidden skill and you'll soon see your Sim pulling off tricks with a great degree of confidence!

Note

For more about this semi-hidden skill, please see the New Career and Skills chapter.

Ice Skating

Thanks to the large ice skating rink on the festival lot, players can slip into a pair of skates and try their hand at this graceful activity. Well, they won't be graceful at first. But as you skate and stumble around the rink, you develop this semi-hidden skill, eventually learning confidence. Skate with friends, spin, and just have fun!

Like roller skating, ice skating is both a Fun and Social activity, allowing you to not only build LTR with existing friends, but also meet other citizens of your home town.

Note

For more about this semi-hidden skill, please see the New Career and Skills chapter.

Snowball Fight!

Much like the water balloon arena found during the Summer Festival, the snowball fight arena on the festival grounds gives you an organized place to team up with other Sims, pack a few good snowballs, and release some of that pent-up energy! Play with single Sims or teams, trying to be the last Sim standing so you bank Festival Tickets.

Note

For more about this semi-hidden skill, please see the New Career and Skills chapter.

Face Painting

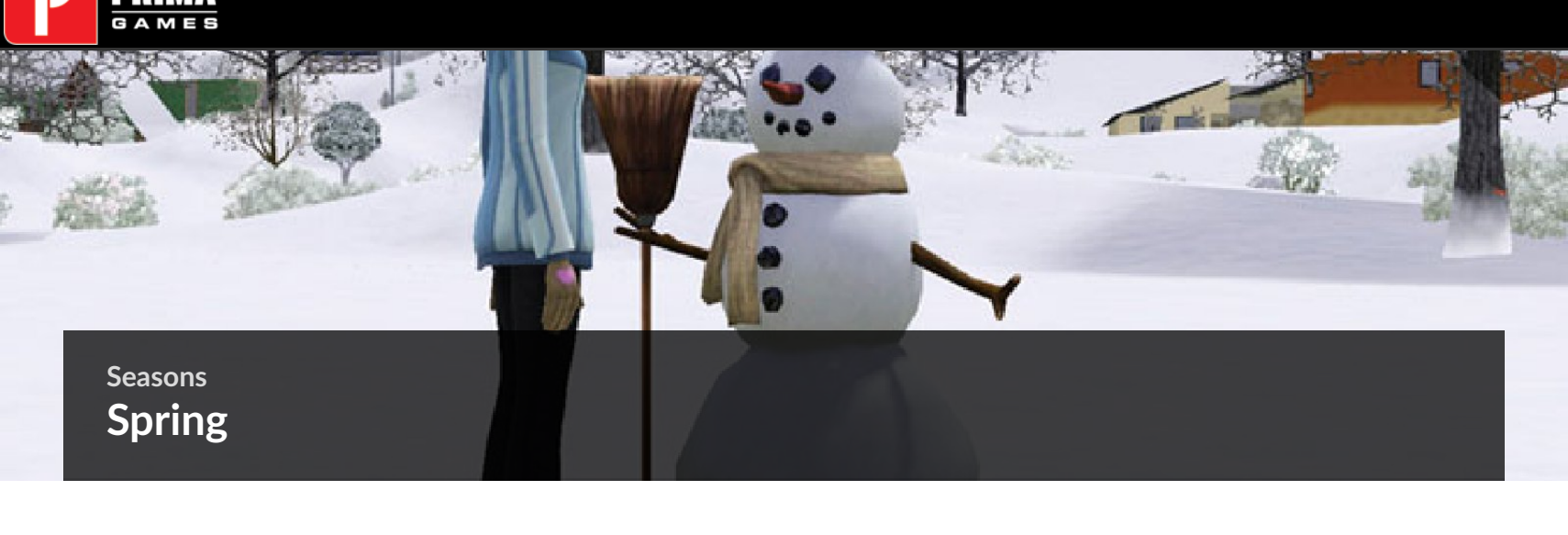
What festival is complete without a face painting booth? Every festival has a small tent where you can get a sweet little design painted on your mug. Designs include not only those found in the Make-Up tab of Create a Sim, but also some seasonal options:

- Snowflake
- Snow bunny

When you choose the Get Face Painted interaction, your Sim slips into the tent for a moment. When they emerge, they have a little splash of color on their face. Getting your face painted satisfies the Fun need. Face painting costs §50.

Now, there is a chance that face painting doesn't exactly work out. If the activity fails, your Sim emerges with a mess o' make-up on their face, such as big smudges. This doesn't ruin your day with a negative moodlet, but you definitely do not gain any Fun.

Face painting naturally fades after a few hours. If you want to remove it manually, you can hop in the shower, remove it via a mirror, or change your outfit.



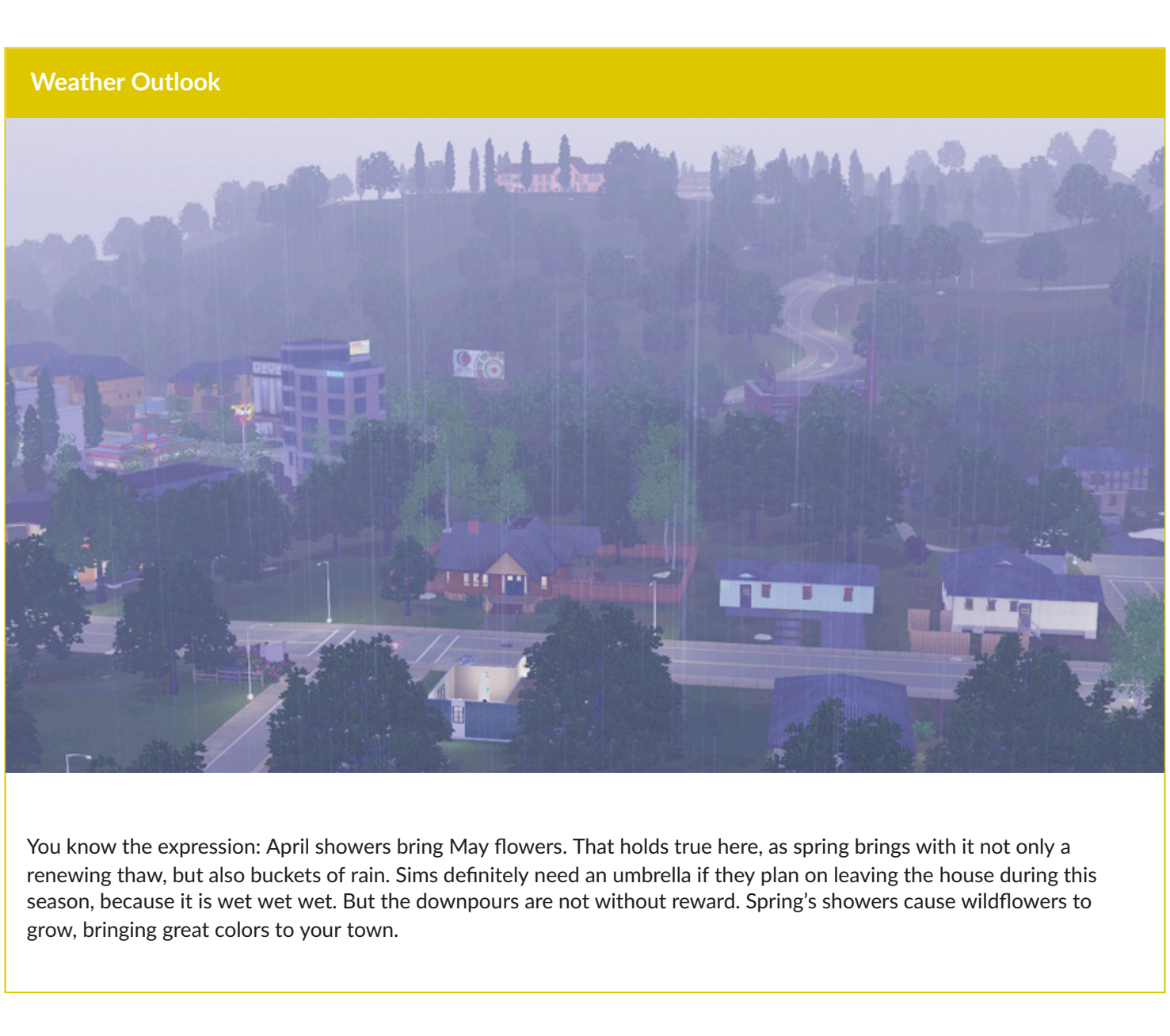
Seasons

Spring

Spring

As the last of the winter snows melt, revealing grass and trees eager for renewal, Sims get their first taste of spring. Showers come and go, leaving puddles just perfect for splashing, as well as coaxing gorgeous wildflowers from the ground. Weather may be unpredictable during this season—sun to rain to sun and maybe even a snow flurry—but there is one thing you can count on: love is most certainly in the air.

Weather Outlook



You know the expression: April showers bring May flowers. That holds true here, as spring brings with it not only a renewing thaw, but also buckets of rain. Sims definitely need an umbrella if they plan on leaving the house during this season, because it is wet wet wet. But the downpours are not without reward. Spring's showers cause wildflowers to grow, bringing great colors to your town.

Spring Holiday: Love Day

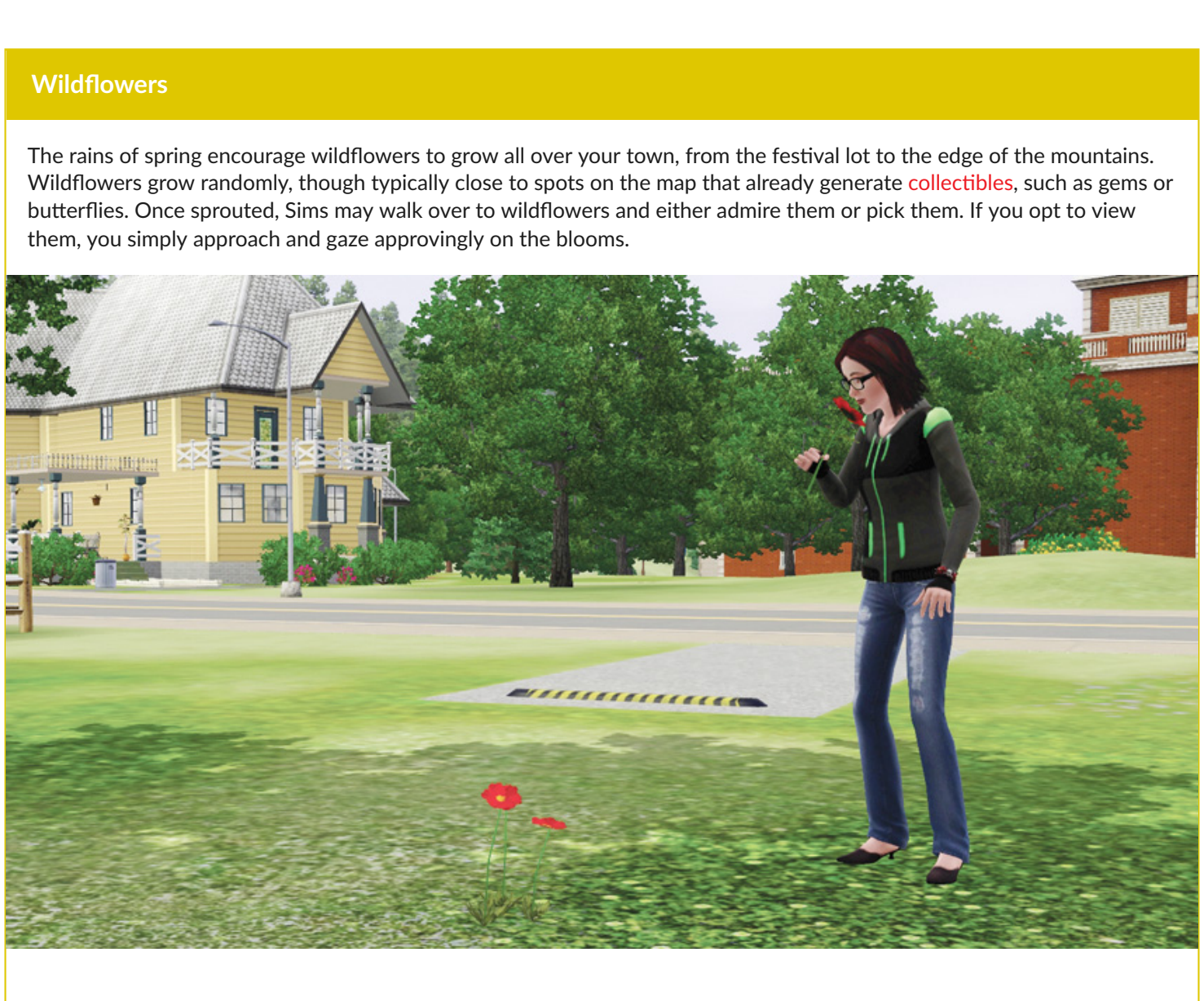
Love Day is not entirely unlike Valentine's Day. It's a chance for Sims to open their hearts to the possibility of love. While enjoying the Spring Fling moodlet, Sims are more likely to accept and project romantic socials. Imagine mixing this up with a slow dance at the Spring Dance?

Spring Party Suggestion: House Party

There isn't a party with a particular theme geared for this season, so other Sims around town are likely to hold the basic house party. Of course, there's no reason you cannot hold any party you like, but if you receive an invite, it will likely be for this type of base game party.

Wildflowers

The rains of spring encourage wildflowers to grow all over your town, from the festival lot to the edge of the mountains. Wildflowers grow randomly, though typically close to spots on the map that already generate collectibles, such as gems or butterflies. Once sprouted, Sims may walk over to wildflowers and either admire them or pick them. If you opt to view them, you simply approach and gaze approvingly on the blooms.



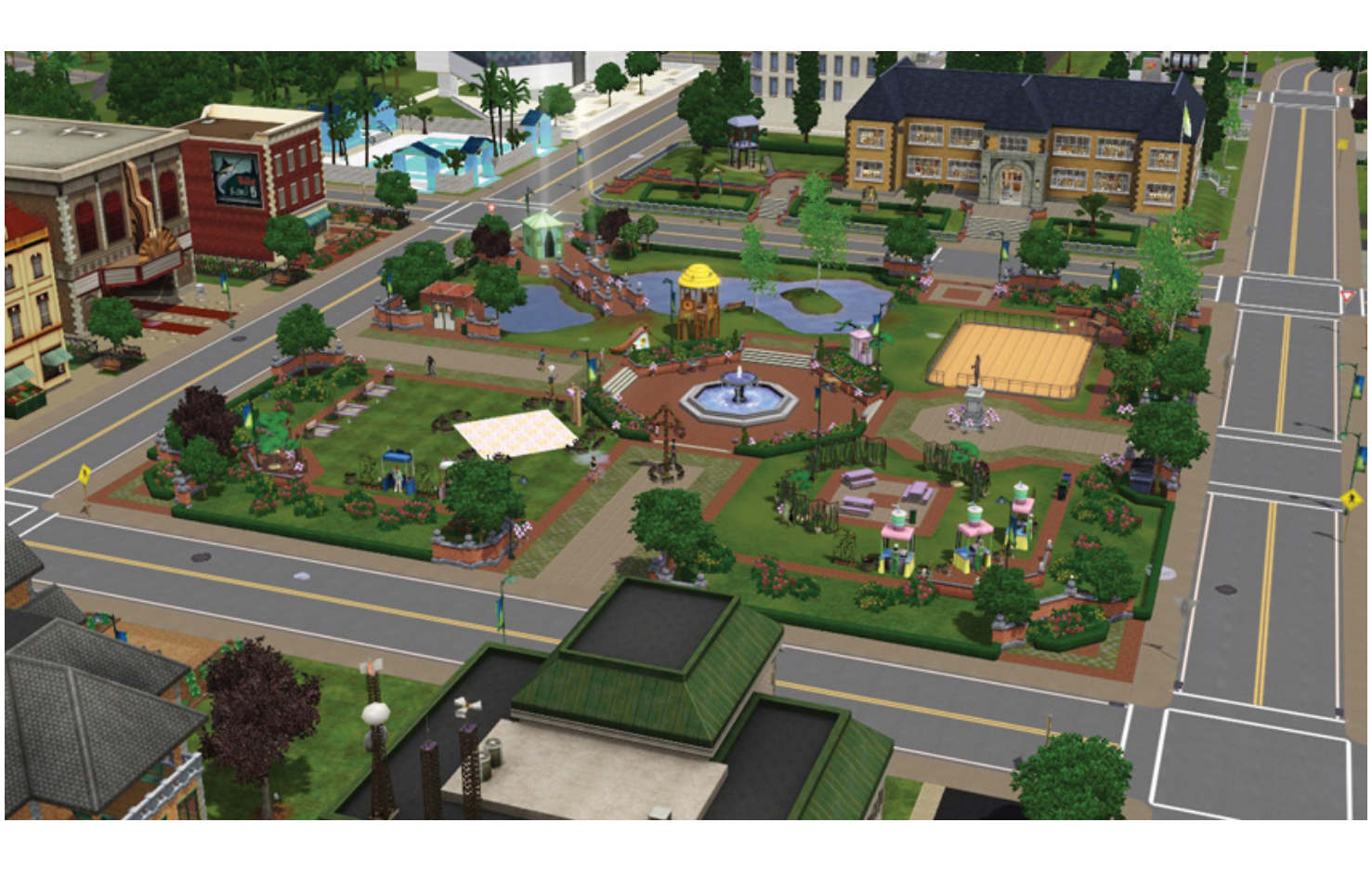
Should you choose to pick the wildflowers, they go into your personal inventory. From here, you may either sell wildflowers or drag them on to your lot, where they appear in a small vase. Wildflowers in a vase improve the environmental bonus of a room.

There is a small chance, though, that when picking wildflowers, your Sim will develop allergies. Not every Sim is allergic to flowers. Just some. If it's determined that you are allergic, you are hit with the Allergy Haze moodlet. Going forward, every morning of spring, your Sim then has slight chance to again receive the Allergy Haze moodlet. (Sims who Love the Outdoors have a lower chance of getting the moodlet, while Sims with the Hates the Outdoors trait have a higher chance.)

When you have Allergy Haze, you sneeze and sniffle. This moodlet times out after a few hours, and that time is almost halved if your Sim remains indoors. You can, though, address allergies by going to the hospital and selecting Get Allergy Shot. The shot prevents your Sim from getting allergies for the remainder of the season.

Wildflower	Rarity	Value
Daisy	Common	x
Sulfur	Common	x
Blue Flax	Common	x
Black-Eyed Susan	Uncommon	x
Azalea	Uncommon	x
Indian Blanket	Rare	x
Sweet William	Rare	x
Cosmos	Special	x

Spring Festival



On the grand arrival of the Spring Festival, Sims brave showers to celebrate renewal and love with their friends and neighbors. Speckled eggs hidden around the festival grounds delight young and old alike. Music beckons Sims to the dance floor, eager for a chance to be crowned King or Queen of the Spring Dance. And what with the kissing booths and love tester machines, Sims with love on their minds will have ample opportunities to test their talents in the ancient art of amore.

Festival Food

Dish	Price
Lemonade	5
Soda	5
Fruit Punch	5
Coffee	5
Marshmallow Bunny	5
Ice Cream Cone	8
Garlic Fries	8
French Fries	8
Grasshopper Pie	8
Tofu Dog	10
Hamburger	10
Hot Dog	10

Festival Ticket Prices

Prize	Tickets
Rain Disruptor Umbrella	20
Horseshoe Court	25
Face Painting Booth	50
Soccer Goal	100

Spring Dance

With a certain amount of romance afoot at the Spring Festival, why not take a spin on the dance floor with a partner... or a would-be partner? This dance floor is a good size, allowing for several couples to dance together while music plays from a nearby sound system.

Now, there is a reason to set aside time for dancing, other than the Social, Fun, and LTR boosts that come with it—in addition to developing the hidden Dance skill. (Remember, the more you dance, the better you get at it.) Seasons keeps track of how many hours are spent dancing during the season at the dance floor. On the final day of the festival, the two Sims who have danced the most—one male, one female—are awarded Spring Dance King and Spring Dance Queen. For winning this honor, you receive a boatload of Festival Tickets.

Slow Dance

Teens and older have a new dance interaction: Slow Dance. Exceedingly romantic in nature, the Slow Dance allows two Sims to share a tender moment. If you ask another Sim for a Slow Dance and they accept, you drape your arms around each other and sway to the music. (By the way, you cannot Slow Dance to fast music, like electronica, so change the station!) Teens naturally dance with a little distance between them and things are a tad awkward—but that's just teens being teens.

The hidden Dancing skill plays into how a Slow Dance goes, so if your Sim hasn't done much dancing, they may occasionally step on their partner's foot. But advanced dancers have been known to dip their partners.

Slow Dancing boosts LTR and satisfies both Social and Fun needs.

Egg Hunt!

When you visit the Spring Festival, you'll undoubtedly notice some sparkles in the grass. Step closer. Look down. That's a painted egg! Every day during the Spring Festival, multiple painted eggs are tucked around the festival lot. In fact, there are even rare fancy eggs mixed in with the painted eggs that are not only worth a lot of Simoleons, but also give the finder the Egg-cellent Find moodlet.

Tip

Instead of selling these fancy eggs, place them on your lot to admire as well as enjoy an environmental bonus.

When you click on an egg, you can either pick it up or trigger an Egg Hunt. When you go on an Egg Hunt during the festival, your Sim wanders around the lot, continuing to look for eggs. This takes more time than if you directed the Sim to pick up eggs one by one, but it does satisfy the Fun need. Once you find all of the eggs hidden for that particular day, a message pops up alerting you that a new batch will be placed tomorrow.

Note

Every painted egg you collect counts as one Festival Ticket.

Roller Skating

Unless Sims are lazy or hate being outdoors, roller skating is fun activity to partake in at the Spring Festival. A large roller rink on the festival grounds can accommodate several Sims. This gives you plenty of room for slipping and falling when first trying out this semi-hidden skill.

Skating is a great social activity, too, allowing you to not only build LTR with existing friends, but also meet new Sims. Who knows? Maybe you'll meet the love of your life on the boards?

Note

For more about this semi-hidden skill, please see the New Career and Skills chapter.

Horseshoes

Fancy a game of horseshoes? There are multiple Horseshoe Courts at the Spring Festival where you and other Sims can take turns throwing shoes at the stake in hopes of scoring major ringers. Win Festival Tickets by participating in horseshoe tournaments and challenges. Because this is a semi-hidden skill, the more you play, the better you'll do against challengers. Can you be the best darn horseshoe flinger at the Spring Festival?

Note

For more about this semi-hidden skill, please see the New Career and Skills chapter.

Kissing Booth

Step right up and get a smooch from one of the lovely Sims standing behind the kissing booths at the Spring Festival. There are two booths side-by-side at the festival, one with a male attendee, one with a female attendee. For just §5, you can request a kiss from the Sim working the kissing booth. Getting a smooch satisfies the Fun and Social needs, plus it bestows the Got Kissed at a Kissing Booth moodlet, which is a nice mood booster.

Note

Only Sims young adult and up can use the kissing booth.

Certain factors affect what kind of kiss you receive from the kissing booth. Sims with Great Kisser or Hopeless Romantic receive a rather sultry kiss, that leaves the attendee feeling rather hot and bothered. Shy or Loner Sims get an adorably awkward, shy kiss. Slob Sims give a big ol' sloppy kiss, which is the non-adorable awkward.

You can attend an empty kissing booth, too, or even replace a currently occupied booth. Select the Tend the Kissing Booth interaction to step behind the counter and offer your tender lips to festival-goers. To lure in more customers, use the Act Flirty interaction! Every kiss you give to other Sims at the booth pays you a baseline of §5, though you can make more if other Sims react well to your smooches.

Tip

Vampires have an easier time attracting Sims to the booth, as do Sims with the Great Kisser or Hopeless Romantic traits.

Love Tester

Are you a red hot lover? Why bother going through all the rigmarole of developing a romantic relationship to find out when you can just step right up to the love tester machine at the Spring Festival, drop §5 in the slot, and give that cold brass handle a squeeze. In mere moments, a (surely) highly accurate reading tells you exactly if your heart runs hot or cold—or perhaps somewhat just tepid.

When your Sim uses the machine, one of 10 colorful lights lets you know just what a love machine you are, running from Cold Fish to Uncontrollable:

- Cold Fish
- Clammy
- Harmless
- Mild
- Naughty but Nice
- Wild
- Burning
- Passionate
- Hot Stuff
- Uncontrollable

There is a degree of randomness in the reading your Sim receives from the machine, but other factors come into play, too. Your Sim's internal temperature can affect the outcome, so the warmer your Sim is, the higher the reading might be. If your Sim has any romantic traits, like Good Kisser and Hopeless Romantic, this affects the outcome. And if your Sim has a romantic-themed Lifetime Wish, that too can nudge the Love Tester's reading toward a hotter outcome.

Depending on the reading, your Sim may get one of two moodlets. Anything within 1–3 results in Freezing Loins, which temporarily lowers the chance that other Sims will accept romantic socials. The 7–10 range bestows Burning Loins, which means Sims are more likely to accept romantic overtures and socials. If the reading is 4–6, that's considered fairly neutral and no moodlet is awarded.

Two Sims can use the love tester machine together, too. You can only use it with Sims you can be romantically linked to, though, so no family members, etc. The machine works in the same fashion, with the different outcomes on a scale from 1 to 10. The outcome with two Sims is affected by internal temperature, any current romance between the Sims (spouses, for example, should see a positive reading unless there is a serious LTR issue), the STC of the most recent social, and the attraction between the two Sims, as dictated by the new attraction system explained in New Simology.

Some supernatural or special Sims have unique chemistry between them. The following Sims have high chemistry between them at the love tester machine, meaning they will always have a 7–10 reading:

- SimBot + SimBot
- Zombie + Zombie
- Werewolf + Werewolf
- Imaginary Friend + Fairy
- Vampire + Human Sim

These Sims have low chemistry together, so they always have a 1–3 reading:

- SimBot + Human Sim
- Werewolf + Vampire
- Witch + Human Sim

Tip

Use Festival Tickets to buy this machine for your own lot and enjoy its benefits any time of year!

Playground

While not exactly an organized or official activity for the Spring Festival, there is an inviting playground on the lot for children to enjoy. Climb up on the slide and have a good old-fashioned "whee!" on the way down. Hop around the Hive Climber play structure and go boing on a spring-loaded Busy Bee Bouncing Bobble. Kids absolutely adore their time at the playground, so if you have toddlers and children in your household, make a stop here to get some fresh air and have a whole mess o' fun!

Face Painting

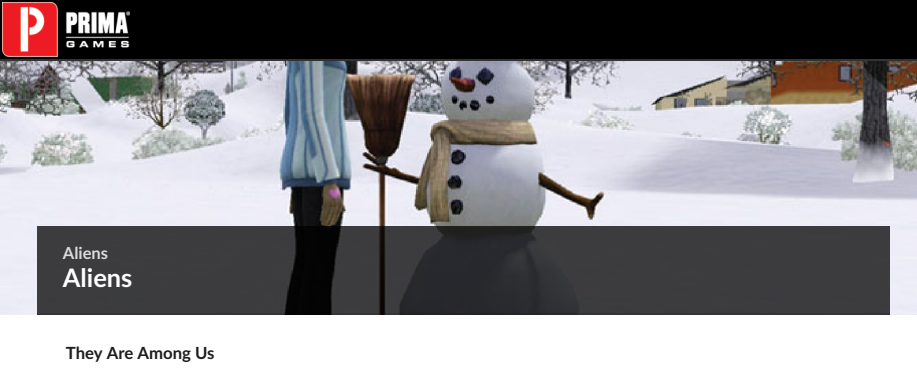
What festival is complete without a face painting booth? Every festival has a small tent where you can get a sweet little design painted on your mug. Designs include not only those found in the Make-Up tab of Create a Sim, but also some seasonal options:

- Hearts
- Bunny face

When you choose the Get Face Painted interaction, your Sim slips into the tent for a moment. When they emerge, they have a little splash of color on their face. Getting your face painted satisfies the Fun need. Face painting costs §50.

Now, there is a chance that face painting doesn't exactly work out. If the activity fails, your Sim emerges with a mess o' make-up on their face, such as big smudges. This doesn't ruin your day with a negative moodlet, but you definitely do not gain any Fun.

Face painting naturally fades after a few hours. If you want to remove it manually, you can hop in the shower, remove it via a mirror, or change your outfit.



Aliens

Aliens

They Are Among Us

Like previous expansions, such as Supernatural and Generations, Seasons introduces an all-new type of Sim that adds not insignificant wrinkles to your narratives. In the case of Seasons, it cracks open the cosmos and calls upon one of the great mysteries of our existence: are we alone in the universe? Seasons comes down firmly on the side of the question that we, in fact, are not.

That's right. Aliens have come to play.

Aliens in Seasons are loosely related to the extraterrestrials that delighted players of The Sims 2. However, the otherworldly travelers here in Seasons are much more fleshed out, complete with personalities, genetic quirks, and special powers that make them incredibly fascinating beings. Really, if you want to turn your household on its head, follow the strategies in this chapter to bring an alien into your playable family.

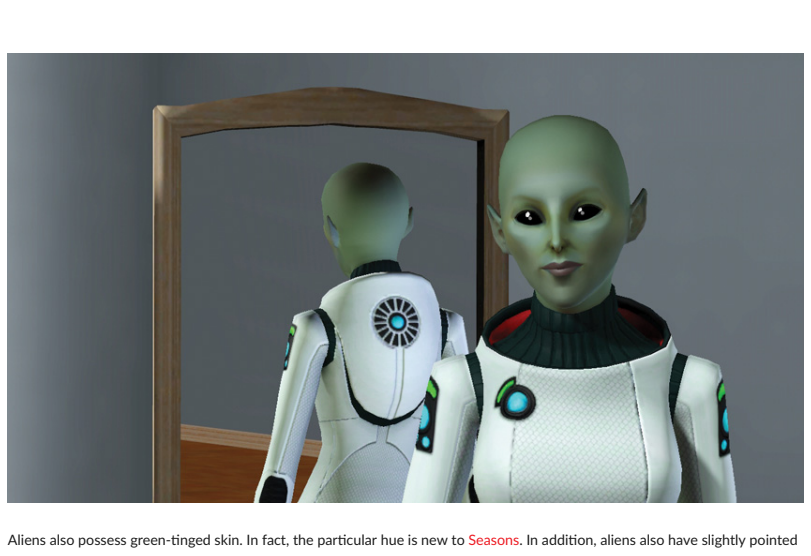
Brownie Bites

The playable aliens in Seasons are just as fun as the occult beings introduced in Supernatural. The ability to harvest brainwaves, fly in a UFO, and even radically change the DNA in your lineage is just the beginning of this super-cool addition to the Sims universe. Though you can enjoy all of the seasonal activities in Seasons without doing a single thing with the aliens, I highly suggest that you play at least one household that looks to the skies and actively invites an alien into their lives. You'll have a blast!

Create a Sim

Not sure if you'll be able to spot an alien around your town? Oh, you will. Not a problem. Because there is no mistaking that you are looking into the eyes of a space traveler.

No, really—it's the eyes. Yeah, there's the green skin and a bald pate, But those eyes. Aliens have special all-black eyes—the pupil, iris, and sclera? All black. And their eyes are initially a little bit larger than any of the eye shapes found in Create a Sim.



Aliens also possess green-tinged skin. In fact, the particular hue is new to Seasons. In addition, aliens also have slightly pointed ears. In Create a Sim, there is a slider that allows you to adjust the pointedness of the ears/ear length.

Pure aliens also appear with zero hair. No hair on their heads. No beards. No eyebrows. This, combined with the above-mentioned notables, decidedly fine facial features, and unique spacesuits are all found on true aliens.

Now, you can go into Create a Sim and make some adjustments such as changing outfits or adding make-up, but you cannot perform plastic surgery or made heavy adjustments to form. But there are means for creating aliens that look a little different from the default beings that come down from the skies. Can you guess how?

Aw yeah. WooHoo.

Genetics

Alien DNA can be introduced to your Sims through the basics of genetics. If a human Sim performs Try for Baby with an alien and conceives, the resulting baby's genetics are determined by the amount of "alien" in the alien parent.

For example, the alien NPCs that appear in your town are considered to have 100% alien DNA and human Sims have 0% alien DNA. The child of this coupling, thusly, will have a baseline of 50% alien DNA although this can swing 10% in either direction—and this determination is completely random. So, you may end up with a baby that has 60% alien DNA.

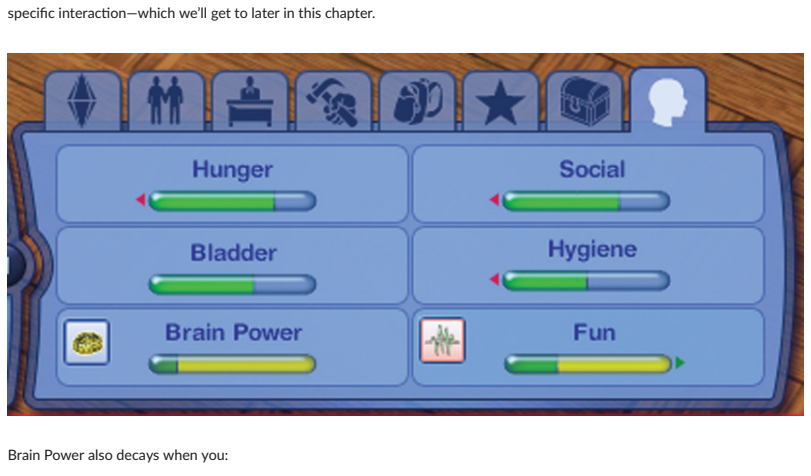
Seasons evaluates the percentage of alien DNA to determine whether or not the child is treated as an alien and has access to all of the ET perks. If a Sim has 30% or more alien DNA, it is determined to be an alien. So, first-generation kids between fully alien and fully human Sims are always alien. However, if an alien has 40% alien DNA and mates with a human Sim, the baby will have only 25% alien DNA and thus be classified as human—no alien perks or abilities.

So, if you want an alien in your household, you can either marry an alien NPC and bring them into the playable family, or have a female Sim Try for Baby with a male alien. (Actually, there's another way to have an alien baby... but more on that in a moment.)

Genetics affect the appearance of an alien hybrid, too. Pure aliens have the previously mentioned all black eyes and hairless domes. But when human DNA is introduced to the equation, you start seeing hair on alien heads and white sclera. Skin tone is based on the percentage of alien DNA. If the baby has enough alien DNA to be considered an alien, they have green skin, but it'll be a paler green. If the baby has too little alien DNA and is considered a human, the baby has the skin tone of the other parent.

Alien Needs

Aliens maintain five of the six common needs shared by all human Sims. The main motive difference is that Energy has been replaced by Brain Power. Brain Power is critical to the function of aliens. It can take hits when Brain Power is consumed for specific interaction—which we'll get to later in this chapter.

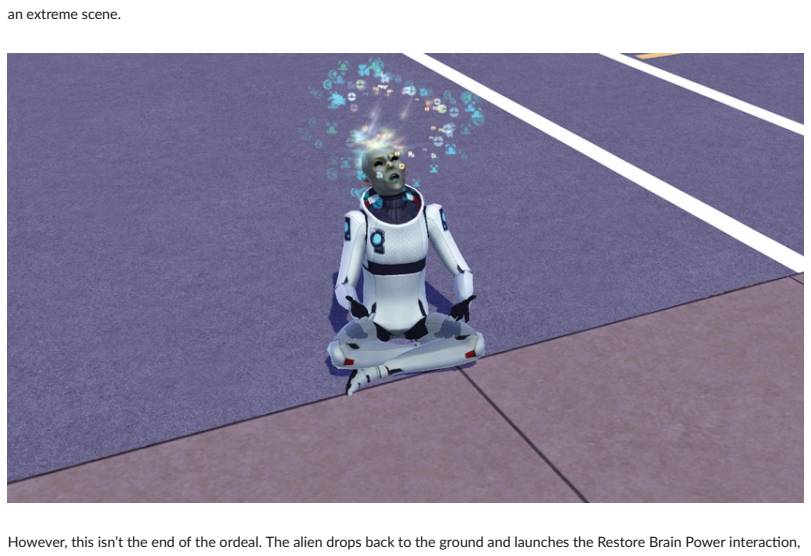


Brain Power also decays when you:

- Go to work—whether that's a regular career or the new Alien Test Subject part-time career.
- Perform a task for one of the active careers from Ambitions.
- Develop a skill, either visible or hidden.

When Brain Power tanks out, your alien raises a fuss, just like a human Sim who is low on sleep. The frustration over low Brain Power materializes at first as the In Need of Restoration moodlet, which is neutral. This moodlet simply alerts you to low Brain Power and offers a timer for letting you know that you need to attend to the need. If you do not manage this right away, you risk sliding into the next phase of low Brain Power, which is the negative Restoration Required moodlet. At this point, Brain Power begins to drain by itself. If for one reason or another you fail to restore Brain Power, this eventually devolves into Mentally Ravenous, which not only tanks the mood of the alien, but also any nearby Sim thanks to an aura of negativity. Sims caught within that aura are hit with the Mind Static moodlet, but the negative moodlet quickly dissipates when they walk away from the distressed alien.

If Brain Power goes completely south and zeroes out, aliens are in serious trouble. The alien begins holding its head and floats up into the air. Psychic bolts appear around the alien and then, if no Brain Power is restored, the alien lets loose with a primal scream. At this point, a shockwave emits from the alien's head and they receive a token amount of Brain Power. Any Sim caught in the shockwave is hit with the drastically negative Brain Fry moodlet. Objects within the shockwave risk breakage. It's an extreme scene.



However, this isn't the end of the ordeal. The alien drops back to the ground and launches the Restore Brain Power interaction, which sends them into a relaxed state (kind of like meditation) where they slowly recoup lost Brain Power. At the sight of this, some Sims have been known to suffer Bladder failure or immediately lose a great deal of Energy.

Note

Though Brain Power has replaced Energy, aliens can still sleep, nap, and rest like human Sims. However, these actions do not restore Brain Power.

Note

Baby, toddlers, and child aliens still have the Energy need. When they transition to teen, Energy is replaced by Brain Power.

NPC Aliens & Playable Aliens

So, now that you know aliens exist... where can you find them?

Aliens are not just walking around your town, out in the open and waiting to be seen. Sightings are rare. Every few days, there is a percentage chance that aliens will appear in the city between the hours of midnight and 3 AM. They arrive in a UFO and then explore a lot for just a few hours before being whisked away in that same UFO. While on terra firma, the alien uses a scanning device to investigate objects (especially space rocks), looks around, and even enters into the Restore Brain Power stance to recover any lost Brain Power.

When an alien is in town, a green glow appears in the night sky above them. This glow is bright enough to appear in Map View, so you know where the alien is located. No guesswork!

When the alien appears, it randomly selects a lot in town to scout. Residential lots get greater consideration than commercial lots. Residential lots with a lot of space rocks for decoration can lure an alien, so if you want to raise your chances of being the lucky host of a curious alien, seek out meteorites and place them around your house!

Once you spot an alien in the town, get up and go find them. You can socialize with an alien just like any other Sim. There is no language barrier. Just use the social picker to strike up a conversation and see where it takes you. There are a number of reasons to do this, including the simple fact that having an alien friend is exceedingly awesome. If you build LTR with an alien, the chance of them returning to your lot on the next visit to continue the relationship increases.

A few cool facts about aliens:

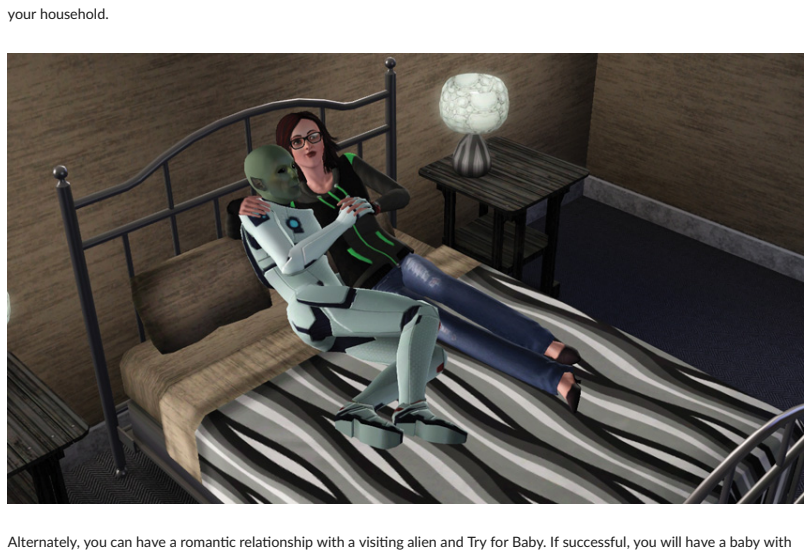
- They have unique names! Mouse over them to see their long, multi-syllabic monikers.
- NPC aliens are pure, so they have 100% alien DNA.
- NPC aliens always arrive wearing their special spacesuits.
- NPC aliens start with Logic at level 10 and Handiness at level 7. Surely, you can see how they would be extremely useful members of your household. Speaking of which...

How does one achieve a playable alien? Well, there are a few ways to go about this. The most direct is to develop a relationship with an NPC alien, not unlike how you develop relationships with other townies, service NPCs, or visitors. Aliens can be invited to your lot, but it takes extra-high LTR for this to be successful and they will balk at repeat requests.

Caution

If you make an alien angry during their visit, there is a lengthy "cooldown" period before they can be called again.

Build LTR and then steer it into a romantic direction. When you have high LTR, you can either ask an alien to marry you or move into your household. If you have an acceptably high LTR, the alien will accept and—voila!—you have a playable alien in your household.



Alternately, you can have a romantic relationship with a visiting alien and Try for Baby. If successful, you will have a baby with shared DNA between both parents. As NPC aliens have 100% alien DNA, a first generation child will have enough alien DNA to be counted in the game as an alien and thus have access to all of the alien interactions.

Note

If you have a baby with an alien NPC, the alien will visit often.

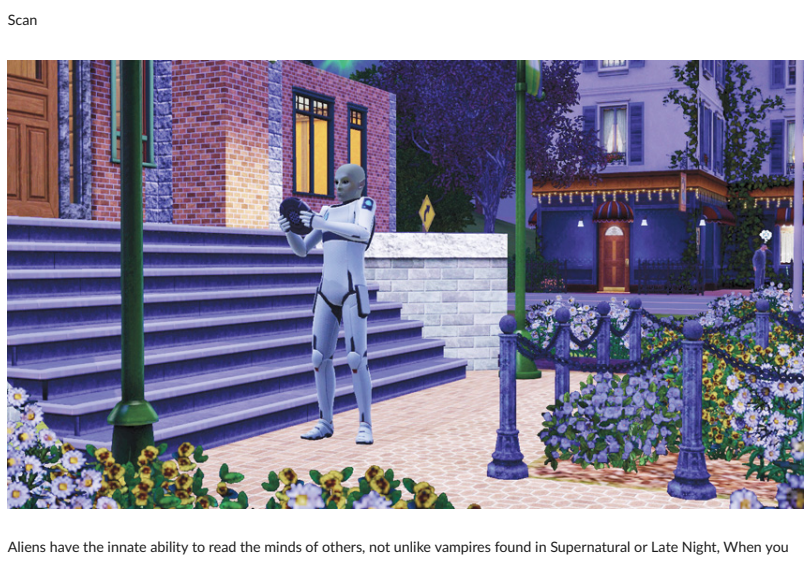
Brownie Bites

If you have either Late Night or Supernatural installed, aliens cannot be turned into vampires. All supernatural beings, like werewolves or fairies, though, can mate with aliens. But the child will be either an alien or a supernatural. They cannot be both. However, if it's determined that the baby is the supernatural being instead of the alien, they can still possess some of the cosmetic appearances of the alien.

Benefits

By benefit of being otherworldly in origin, aliens have unique interactions and socials that human Sims cannot use. These interactions help flesh out the alien narrative and offer multiple opportunities to make your new visitor not just a fun (and funny) part of your household, but also tell a rich fish-out-of-water story within the borders of your selected city.

Scan



Aliens have the innate ability to read the minds of others, not unlike vampires found in Supernatural or Late Night. When you scan another Sim—and the Sim must be nearby—your alien raises his hands to his head and draws upon Brain Power to make a psychic connection. After a few moments, the alien stops concentrating and a message reveals which trait about the targeted Sim the alien has just deduced.

Scanning a Sim has practical purposes. When you know the trait of a Sim, it's easier to socialize with them. You can select socials that will please them and build LTR. For example, if you learn that a Sim has No Sense of Humor, you can drop any joking conversational avenues.

Bio Boost/Bio Drain

Aliens can use their psychic prowess for good or, well, not-so-good. Using their mind, an alien can alter the mental state of another Sim. If you opt to Bio Boost another Sim, your alien closes in and opens a psychic link. If the link is successful, the alien gets the Boosting Another moodlet and the target receives the Being Boosted moodlet—both of which are neutral. This process not only adds the neutral moodlet (which lasts for four hours), but also regenerates spent needs in the target—however, this is to the slight detriment of the alien. Though the target gets their needs satisfied, the same need in the alien starts to decay.

Should you instead decide to Bio Drain another Sim, the same psychic link opens. If successful, the alien gets the Draining Another moodlet while the target is hit with Being Drained. As with Bio Boost, these moodlets are neutral. During this time, the targets suffers need decay to Bladder, Fun, Social, etc., while the alien enjoys a need boost.

Now, both the Bio Boost and Bio Drain only last for the duration of their respective moodlets and if the Sims remain on the same lot—or at least within the same general vicinity if they are out on the wild.

Bio Boost is a positive action and, as a result, both the alien and target will gain LTR. The target of a Bio Drain, though, does not always realize they are being negatively affected by the alien. However, every time an alien deploys Bio Drain, there is a chance the target will "feel" the psychic siphon. If this occurs, the target sees this as a negative social (steamed STC), breaks the connection (which ends the moodlets), and lowers LTR with the alien.

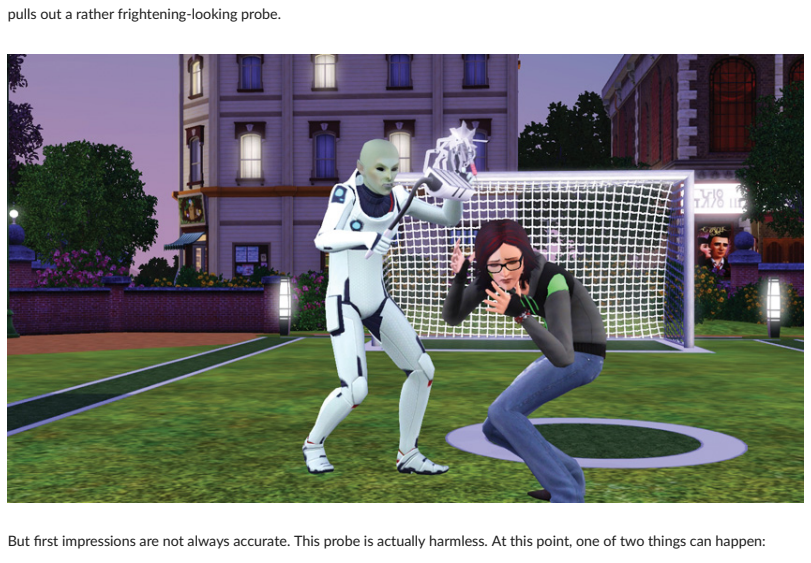
Note

These interactions consume Brain Power.

Probe

What, you thought you weren't going to get to probe human Sims as an alien? Of course not—let the probing commence!

The probe interaction is actually not as uncomfortable as it sounds. Although at first, you might think the target Sim is in for a rather unpleasant bit of personal invasion. When the Probe interaction is used on a non-alien Sim, the alien approaches and pulls out a rather frightening-looking probe.



But first impressions are not always accurate. This probe is actually harmless. At this point, one of two things can happen:

- The Sim is suitably impressed by the size of the probe and enters into the Very Friendly social context. At this point, an alien could take this relationship to the next level, whether that's friendship or romance.
- The probe is revealed to be a tickle device! The alien gives to the target a good tickling, which takes on the Humorous context. Now that things are funny, the relationship can be further built.

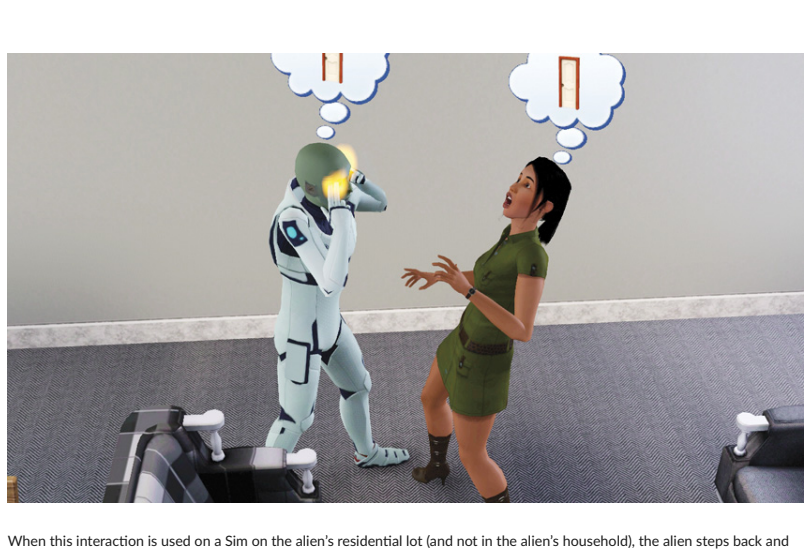
See.... all good in the cosmic neighborhood!

Note

The Probe interaction does not consume Brain Power. It also satisfies the Social need.

Mental Servant

Look, aliens are simply too busy with matters of cosmic importance to deal with menial tasks like fixing broken toilets. Those are the labors of mere human Sims! And with this psychic interaction, aliens can temporarily coax Sims into doing their bidding!



When this interaction is used on a Sim on the alien's residential lot (and not in the alien's household), the alien steps back and opens a psychic link with the target. At this point, the target's Logic skill is noted and whether or not they have the Genius trait. High Logic or Genius are likely to make this interaction fail. The alien's mood is also a success factor. The higher the mood, the more likely the interaction is to succeed.

If the Mental Servant interaction is successful, the target is hit with the Servitude moodlet (neutral) for a few hours. During this period, the target will act as a service NPC, such as Maid or Repairman, and perform tasks for the alien. During this period, the target's needs are frozen. They will not decay. At the end of the moodlet period, the Mental Servant shakes it off and returns to the normal daily activities.

Should the Mental Servant interaction fail due to Logic or the other factors, the target will take the attempt as a personal affront. The failed interaction lands as a social with the steamed STC. The LTR between the alien and target takes a hit.

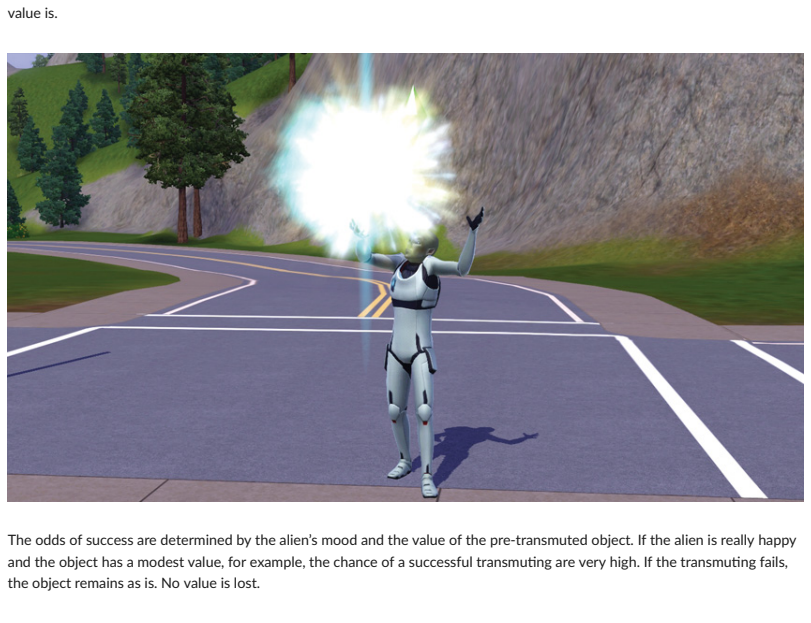
Caution

This interaction cannot be performed on other pure aliens. It also consumes a good deal of Brain Power.

Transmute

If you have Supernatural installed, you're familiar with the Philosopher's Stone Lifetime Reward, which allows Sims to attempt to turn an object into gold. Well, the alien interaction is very similar to that, except that you may only attempt to Transmute metals and gems into more valuable ones.

To Transmute, the alien must have either a gem or metal in their personal inventory or a metal/gem object must be accessible in a lot. The alien begins concentrating on the object, causing it to float in their hand. Psychic waves emitted from the alien surround the object and then, if the interaction is successful, the object either increases in value, or is turned into the next most valuable type of metal or gem. At this point, you see a message telling you that the object was altered and what the new value is.



The odds of success are determined by the alien's mood and the value of the pre-transmuted object. If the alien is really happy and the object has a modest value, for example, the chance of a successful transmuting are very high. If the transmuting fails, the object remains as is. No value is lost.

Caution

This interaction consumes a great deal of Brain Power.

Re-combobulate Broken Device

Because aliens have inherent Handiness, they can focus Brain Power into quickly repairing broken objects. To use this benefit, click on a broken object while the alien is active and choose Re-combobulate Broken Device. The alien stands next to the broken object and begins concentrating hard. The object is then fixed much faster than if you hired a repair NPC or attempted to fix it yourself.

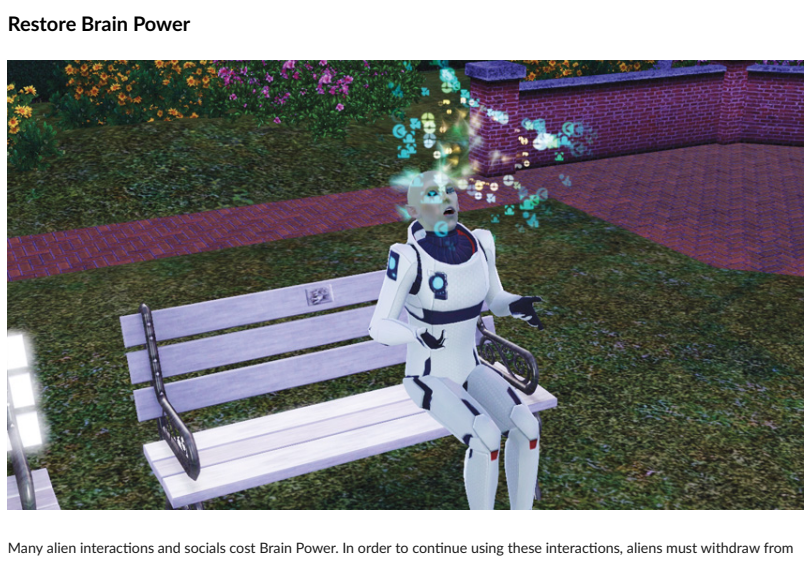
Tip

This interaction does not fail. For example, there's no chance the alien will be shocked while fixing a TV on the fritz.

Note

This interaction consumes Brain Power.

Restore Brain Power



Many alien interactions and socials cost Brain Power. In order to continue using these interactions, aliens must withdraw from life for a few moments and use the Restore Brain Power interaction. When selected, the alien retreats to a quiet spot, such as a couch or bed. Then, the alien looks heavenward and concentrates on drawing energy from the ether. As they remain in this position, Brain Power is restored. You can cancel this interaction at any point, which ceases the absorption of energy. When Brain Power is completely full, the interaction stops on its own.

Note

Sleep and rest are not effective Brain Power restoration techniques—you must meditate on the cosmos with the Restore Brain Power interaction.

Consume Space Rock

There is another means of regenerating spent Brain Power: Consume Space Rock. When next to a space rock or if one is in your alien's inventory, select this interaction. The space rock then floats up in front of the alien's face. The alien draws psychic energy from the space rock until it disappears. The more valuable the space rock is, the more Brain Power it provides to the alien.

Brownie Bites

Always keep at least one space rock in your alien's personal inventory so you can quickly get a Brain Power boost. If you cannot find a space rock in the wild, either steal them from the town's science facility (more on this later) or call down a meteor strike and pick up the cosmic refuse.

UFO

No alien is complete without their very own cosmic cruiser: a UFO! And when aliens arrive in your town, they come down from the heavens in their very own flying saucer. This floating vehicle cannot be purchased from Buy Mode—it is only added to the household inventory once an alien has been drafted into the active family through marriage or breeding. The UFO can be parked in a normal parking spot, though it hovers off the ground even when not in use.

The UFO can be used just like a regular automobile. Only teen and older Sim can use it. It can be "owned" by a particular Sim in the household and assigned preferred vehicle status (just like a car, or a magic broom in Supernatural). And the UFO can be used to run errands, deliver a Sim to a career, go to a community lot, and more. However, when you decide to motor around town in the UFO, you do not just "drive" to your destination. Instead, your Sim boards the UFO through a beam of light before the vehicle itself rises into the sky. At this point, the camera switches to the destination just in time to see the UFO descend and deposit its passenger. Then, the UFO fades out, just like a regular car.

Naturally, there is much more to do with the UFO than just head to the shop to pick up a bit of cheese. Aliens and Sims may indulge in numerous fun activities via the UFO.

Abduct Sim from Home

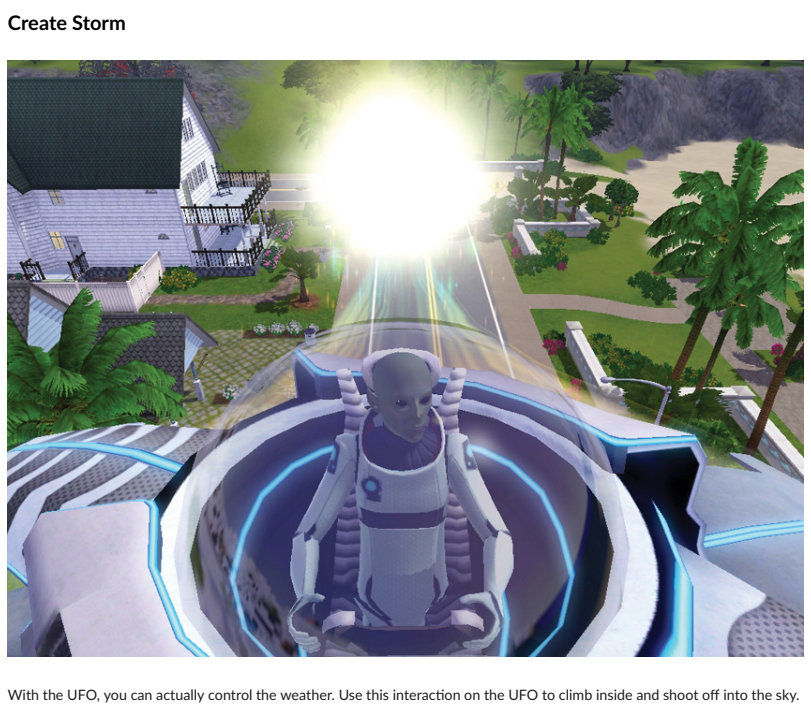
With the UFO, Sims can perform a bit of mischief on other townies they know: alien abductions. Choose the Abduct interaction on the UFO and a chooser will appear with all of the Sims your active Sim knows. When a target has been selected (and we don't mean "target" to sound so sinister—after all, this is all fun and games), your Sim is beamed into the UFO and the intergalactic craft takes off.

Next, the camera flashes to the targeted Sim. That Sim notices some strange lights and hears some eerie space sounds. Naturally, that Sim has no choice but to go outside and look up into the sky. At this point, the UFO appears over the Sim, bathing them in a bright light. The target gets appropriately freaked by this but is helpless to resist the beam that pulls them into the UFO.

Wait, this is starting to sound sinister, despite our note to the contrary...

The UFO then returns to wherever the interaction was initiated. Outside, both Sims—the pilot and the target—are beamed down to the ground. At this point, the abductor turns to the target and explains that they are not about to get the probing of a lifetime, but that this was an elaborate prank. Now, one of two things happens next. If the abductor and target have a positive LTR, both have a good laugh and the targeted Sim hangs out on the home lot as if they had been officially invited over via a phone call. If the LTR between the two Sims is low or negative, the target is furious. This tanks LTR and the abducted Sim returns home decidedly un-amused.

Create Storm



With the UFO, you can actually control the weather. Use this interaction on the UFO to climb inside and shoot off into the sky. Once high above the town, the UFO uses advance tech to trigger a storm. Now, you do not have control over what kind of storm you generate. The storm is random and can include rain, snow, lightning, and hail. The current season does dictate what kind of storm you are likely to see. For example, during winter, there is a much greater chance of getting a severe snowstorm.

Once the storm has been triggered, the UFO returns to terra firma and drops off your Sim. Now enjoy the benefits of the new weather system in place over your town!

Upgrade

Even factory standard, the UFO is pretty cool. But Sims with high Handiness skills can climb inside the UFO and upgrade it! There are two upgrades you may perform on the UFO: Space Travel and Laser Cannons. The Space Travel upgrade allows you to pilot the UFO into the cosmos and check out different destinations. The Laser Cannons upgrade fits the UFO with some weaponry that unlocks the Invade interaction.

Note

When you choose to upgrade the UFO, your Sim teleports into the UFO via the beam of light and tinkers for a few hours before re-emerging.

Travel

After upgrading the UFO for space travel, you can then use the Travel interaction and designate a destination for your next space adventure. You may choose the Moon, the Great Asteroid Belt, or Planet Sixam. Once you're determined where you want to visit, your Sim is beamed into the UFO. At this point, the engines of the UFO go disco and the craft disappears into thin air. This is no "engage thrusters": this is warp drive express.

Now, you don't get to actually follow your Sim on their space adventure—there is a wonderful element of mystery about those missing hours. But when the Sim returns, they are boosted with the highly positive Had a Space Adventure moodlet. This typically sends mood skyrocketing and is a great way to bank Lifetime Happiness points.

In addition to this high-flying moodlet, there is a random chance of a Sim returning home with a souvenir from their travels in their personal inventory. Possible objects:

- Space rock
- Metal
- Gem
- Cheese
- Magic Gnome

Tip

Sims cannot go on another UFO trip while the Had a Space Adventure moodlet is active. The interaction is grayed out. Just enjoy the mood boost and all of the accompanying benefits while in town!

Invade

Once you perform the Laser Cannon upgrade on the UFO, you can have a real hoot invading a community lot in your city. Terrifying other Sims? Such a delight for your Sim—so much that after the faux rampage, they get the Invader! moodlet.

To invade, select the interaction and then choose a destination lot via Map View. You can only invade outdoor lots. You cannot invade venues, such as the military base or city hall. As soon as a lot has been targeted, your Sim boards the UFO via a beam of light. The UFO then takes off and reappears over the designated lot.

Don't worry about picking a crowded place. During the travel, the game pushes multiple townies to the lot so you don't invade an empty space.

When Sims see the UFO descend over the lot, they oooh and aaah at the sight of a saucer. But that fascination soon turns to unbridled panic when the laser cannons do their thing. With lasers streaking down from the UFO, Sims start running. Most escape unharmed, though on occasion a Sim will be nicked by a laser beam and either get the Singed moodlet or have their clothes vaporized, leaving them only in their underwear.

Note

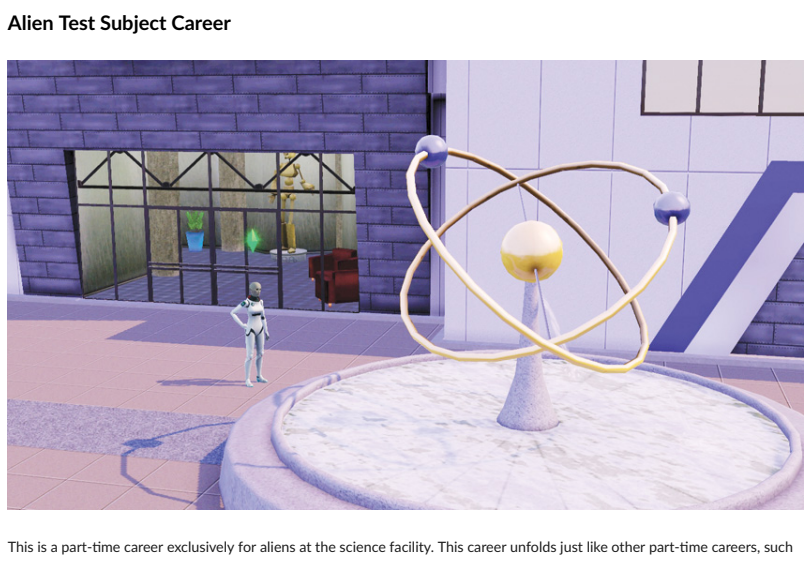
Babies and toddlers are never affected by an invasion. However, if you have Pets installed, pets may not get injured in an invasion, but they are suitably scared by the appearance of the UFO and its laser light show.

When the invasion winds down, typically because Sims have fled for their lives, the UFO takes off. The craft returns the pilot to their home lot where they disembark, smile, and enjoy the Invader! moodlet.

Career and Venues

As mentioned in the New Career and Skills chapter, there is a new career in Seasons—Alien Test Subject. But there are other interactions you may perform on various venues around town as an alien, too!

Alien Test Subject Career



This is a part-time career exclusively for aliens at the science facility. This career unfolds just like other part-time careers, such as the Day Spa Receptionist. You work multiple days per week, but the hours are limited. Pay isn't exactly, well, out of this world, but it's a solid living for an alien making their way on this planet.

Career Level	Position	Hourly Pay	Work Days	Hours in a Day	Metrics	Promotion Bonus
1	Associate Probe Tester	§64	M, T, W, Th, F	3	Mood, Performance	n/a
2	Specimen (Living)	§84	M, T, W, Th, F	3	Mood, Performance	§768
3	Organ Farm	§114	M, T, W, Th, F	3	Mood, Performance	§1,008

Note

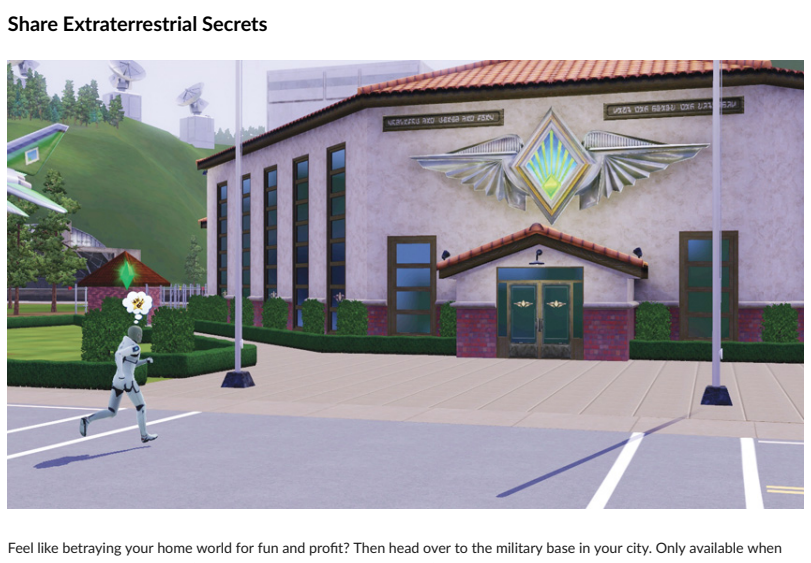
When your alien leaves work, there is always a small chance they will be hit with the Nauseous moodlet.

Steal Space Rocks

Aliens have a real interest in space rocks and it seems there are quite a few meteorites at the science facility in town. This interaction, available only during the facility's closed hours (usually during night), directs your alien to sneak inside and pocket some space rocks. They then sneak back out after an hour or so with up to three random space rocks in their personal inventory. Seriously, with so many in there, who will miss them?

Well, there is a small chance that the alien will get caught pilfering space rocks. If that's the case, the alien is arrested by the police and then sent to jail. Get out of jail just like a Sim in the Criminal career—wait it out. While in the Big House, why not spend some time developing the Athletic skill?

Share Extraterrestrial Secrets



Feel like betraying your home world for fun and profit? Then head over to the military base in your city. Only available when the base is open for business (typically during normal working hours), select the Share Extraterrestrial Secrets to enter the base and vanish for a few moments. During this time, your little alien spills his guts about his people and their technology. At the end of the galactic gabfest, the alien emerges into daylight with some extra Simoleons to ease their conscience.

Caution

It's possible that any aliens the "traitor" knows will learn of this deceit. If so, there is an LTR hit.

Alien Abductions!

Where there are aliens, there are alien abductions. Every night, there is a slight chance that aliens will come down and abduct one of the active Sims in your household—although aliens will not abduct playable aliens.

The following things increase the chance of abduction occuring to a random Sim within the household:

- A Sim is directed to use the telescope. The chance of abduction does not increase if a Sim uses the telescope autonomously.
- A Sim has found a space rock. Collecting a space rock provides a significant boost, and collecting a second space rock doubles that boost.

Collecting two space rocks and looking through a telescope almost guarantees an abduction that night! Remember, the abductee will be chosen at random. The Sim who looked through the telescope or collected the space rocks is not necessarily the one who will be abducted. When a Sim has been designated for abduction, the aliens come down in their UFO and pick up the Sim, as described in the UFO section of this chapter. The taken Sim vanishes from the active household for a few hours. When they are returned to the household, they have the Abducted moodlet. Sometimes, they even have a space rock in their personal inventory, too.

Ok, cool. Alien abduction. Sounds pretty normal.

Oh, there's more?

Much more.

There is a chance that male Sims that have been abducted return home with something a little more special than a bonus space rock. They can come back pregnant! Now, you won't necessarily know at first. But if you soon see the Unexplained Weight Gain moodlet, you know the natural order of the universe was just shaken. Soon, the male Sim will put on some weight and start walking around with a backache. Soon, the stomach will grow a little and even give off a green glow!

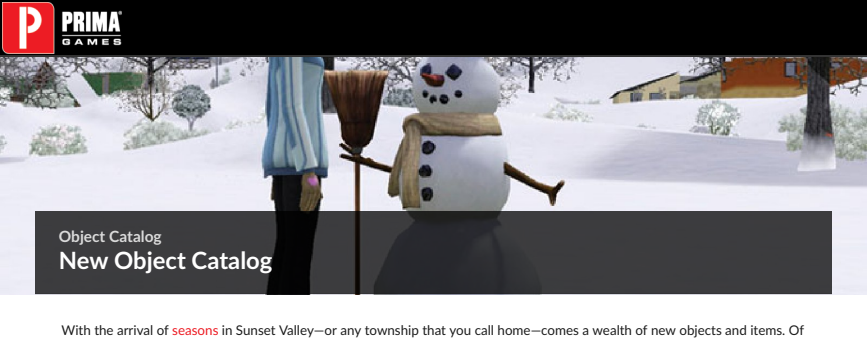
Within three days, just like a pregnant female Sim, the male Sim will give birth to the baby alien. After giving birth, they return to their normal weight and the genetics for the baby are run just as if this was a birth between an alien and a female human Sim. However, you will be asked if you would like to keep the baby in your household or allow the baby to return to the alien homeworld. It's entirely up to you. No penalty either way. But if there is no extra room in your household, the baby is automatically returned to space in a beam of light.

Brownie Bites

Do you have Ambitions installed? If so, you can use the Summon Meteor interaction to have a little fun calling down space rocks at will. As a playable alien, make sure you have maximum Brain Power. The need must be full. Now, click on the ground (outdoors-only) and then select Summon Meteor. This makes the alien put their hands to their head and concentrate, using telepathic powers to pull down a meteor from space (this depletes their Brain Power). At the end of the scan, the alien automatically dashes to a safe distance and then a meteor strikes the ground. Feel free to collect the space rock!

Brownie Bites

If the alien has either the Evil or Mean Spirited trait, the alien will actually wave other Sims over before performing the scan. Sims come to check out the goings-on, but then don't move fast enough when the alien scatters to avoid the meteors. Slow-moving or obtuse Sims can be crushed in the strike!



Object Catalog

New Object Catalog

With the arrival of seasons in Sunset Valley—or any township that you call home—comes a wealth of new objects and items. Of course, when you begin a new life, you are likely not going to roll down the main drag with Simoleons falling out of your pockets. But use that as inspiration to roll up your sleeves, develop some useful skills, pursue an engaging (and hopefully enriching) career, and start gathering up collectibles. Pursuing a decent pocketbook is how you dig deep in Buy Mode's impressive catalog of new goodies.

Seasons introduces a lot of new objects and decoration, such as a Snow Cone Machine for summer treats or the massive Snowboard Half-Pipe that's used to build the snowboarding skill—as well as shred and have fun. There is a lot of new furniture that's perfect for holiday getaways, too.

Some of these objects pull double-duty, existing not just here, but in previous chapters where they directly relate to Seasons' new gameplay concepts and mechanics. For example, the different skating rinks—both roller-skating and ice skating—are detailed in the Seasons chapter, in their respective seasonal sections (ice skating in winter, for example).

Note

Many of these objects are found in the new blueprints Build/Buy Mode feature, which were detailed in the Blueprints chapter.

Depreciation

As soon as you buy an object and then exit Buy Mode, the object loses value. The immediate value hit is significant, but not devastating: 15 percent. With each additional day, the object loses more value: 10 percent per day. The value of an object finally bottoms out at 40 percent of its original value. So, if you bought the SimmerChar Dual-State Stove for §400, the object would lose §60 on the first day. The next day, it would lose another §40. If you sold the object back after two weeks of use, you would get §160 back.

However, not everything in this world goes down in value upon purchase. Some art actually increases in value.

Bills

Every Monday and Thursday, the postal worker drops off a stack of bills in your mailbox. You have to pay approximately §6 for every §1,000 of stuff you own. For example, if you spent §14,500 on building and objects, your bills will come out to around §85. So keep this in mind when shopping.

To pay your bills, click on the mailbox or computer and choose the Pay Bills interaction or choose the Auto Bill Pay option. You cannot ignore bills and hope they go away. You must pick up bills and attend to them in a timely manner.

If you do not pay your bills within three days—the normal bill cycle—you can count on a visit from the Repo Man on day four. The Repo Man will enter your house without warning and take objects without mercy until he has reached the number of Simoleons you currently owe. Once you enter day four of bills, you cannot quickly pay them and shoo away the Repo Man. It's too late by that time.

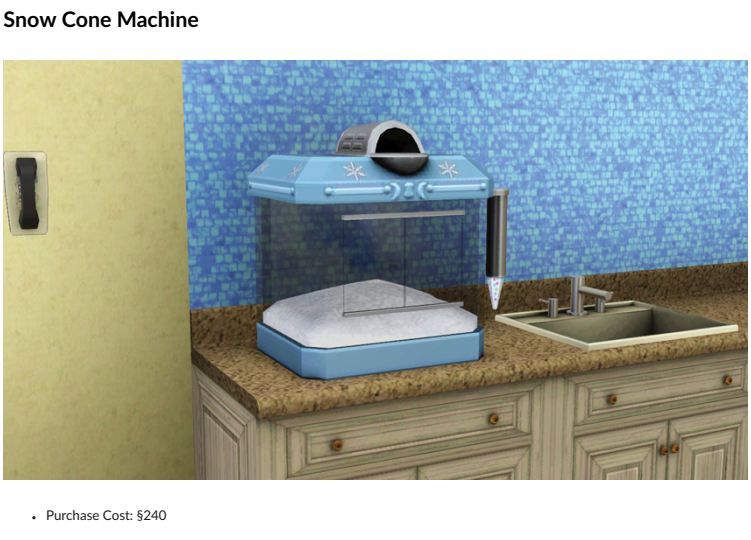
New Objects & Interactions

If you have played The Sims games before, you know that most objects can be used (and abused) by Sims—in fact, that's usually the point of putting an object on your lot. It should serve a function. Some objects have no function beyond boosting a room's environmental score and giving Sims the Decorated or Nicely Decorated moodlets.

Other objects have interactions that provide learning or entertainment or satisfy a need. These objects and their interactions are detailed in this section of the object catalog. To see what interactions are available on an object, just left-click on it. A radial menu appears. Click on an interaction to add it to the action queue in the screen's upper-left corner.

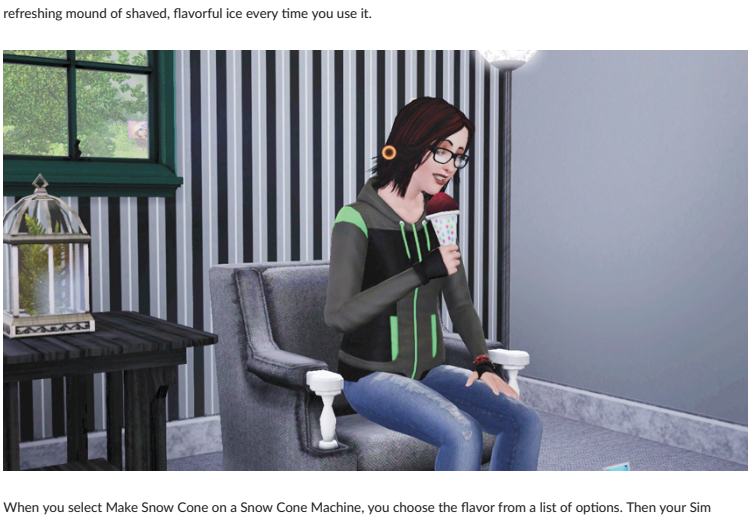
Though there are many new objects in Seasons for basic use and beautification, this chapter focuses on all of the new objects that are used in relation to the various seasons, affect skill development, are fun, and result in new activities. Many of these objects are referenced elsewhere in this guide, such as the kissing booth in the Seasons chapter or the umbrella in the weather section of the Seasons chapter.

Snow Cone Machine



- Purchase Cost: §240
- Benefits:
- Make snow cones
- Incite moodlets
- Description: The snow cone—one of the finest examples of a product being more than the sum of its parts. Sure, it might just start as crushed ice with a couple squirts of syrup in it, but when it's handed to you in a cup it is pure summer magic. Whether you called it a snow cone, snow ball, shaved ice, or any other name, it all meant the same thing: a rainbow of possible colors and flavors in one special treat. (Description from the counter model.)

Seriously, who doesn't love a delicious snow cone? The ice-cold treat is the perfect antidote to a blistering summer day, which is why they are served up at the snow cone cart at the Summer Festival. However, you can enjoy a snow cone all year with a Snow Cone Machine in your very own home. Whether you opt for a cart or the smaller, counter-based unit, each delivers a refreshing mound of shaved, flavorful ice every time you use it.



When you select Make Snow Cone on a Snow Cone Machine, you choose the flavor from a list of options. Then your Sim approaches the unit, removes a cone and starts scooping up the good stuff. Now, the flavor you choose matters because it results in a moodlet. And there is a flavor, Blizzard, that only young adult or older Sims can make because, well, it's a flavor that's only appropriate for grown-ups. Here are the different flavors, plus the moodlets they inspire:

- Cherry—Cheery Cherry: During duration of the moodlet, the Sim enjoys the same benefits of a Sim with the Charismatic trait, such as charisma-specific socials.
- Lime—Lucky Lime: The Sim gets the same benefits of the Lucky trait, such as a higher chance of receiving a promotion at work or a shot at the Feeling Lucky moodlet following four contiguous hours of sleep.
- Lemon—Laidback Lemon: This moodlet immediately dispels any stress-related moodlets and slows any stress gain by the Sim's current activity.
- Grape—Gleeful Grape: During the duration of the Gleeful Grape moodlet, the Sim enjoys the benefits of the Easily Impressed trait, such as enjoying boasting socials.
- Blue Raspberry—Raspberry Romance: This moodlet unlocks the benefits of the Hopeless Romantic trait, such as being more receptive to romantic socials and having more fun when reading romance novels.
- Blizzard—Blizzard: Hey hey hey! Sims with this moodlet get the benefits of both the Daredevil and Party Animal moodlets, which includes not burning to death if on fire or the Life of the Party moodlet when going Wooo! at a party.

There's also a Rainbow flavor option, which mixes the different flavors, but you only receive one randomly chosen moodlet.

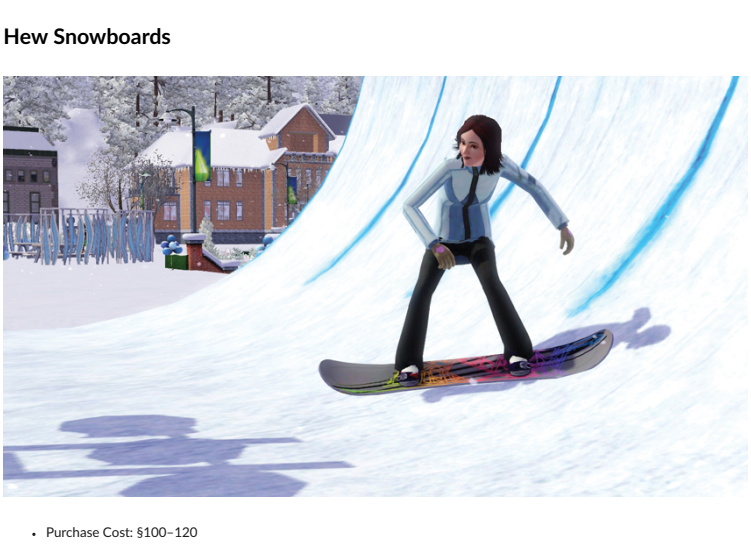
Tip

Use snow cones to advance goals! If you want to get in a relationship faster, down a Blue Raspberry cone. And if you need to smooth-talk another Sim, the benefits of a cherry snow cone's Cheery Cherry moodlet will help those socials land as intended.

Caution

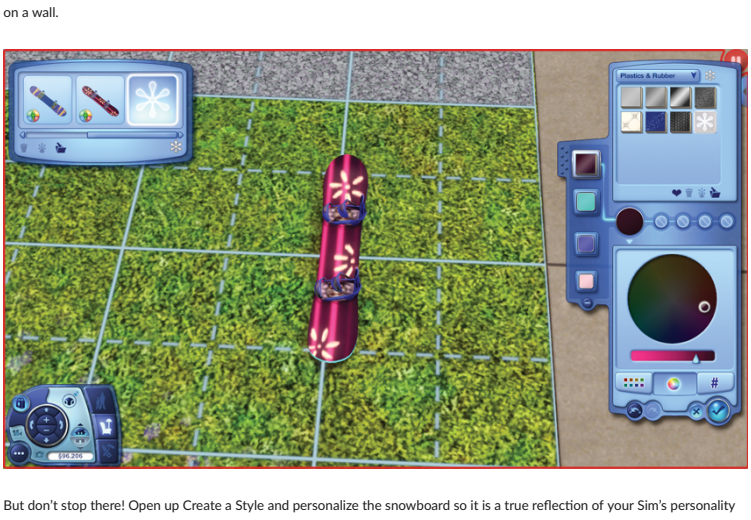
There is a small chance that, while eating a snow cone, a Sim will suffer from the Brain Freeze moodlet. And Clumsy Sims will occasionally drop their snow cones!

Hew Snowboards



- Purchase Cost: §100–120
- Benefits:
- Customizable snowboard
- Description: It's the last vehicle you'll ever need. Once you feel the mountain air rushing past your face, no other mode of transportation will suffice. Hew Snowboards feature incredible custom graphics designed by the criminally insane. Pick your favorite and hit the half-pipe in style. (Description from adult-sized snowboard.)

When you jump on the half-pipe, you have immediate access to a basic snowboard. However, where's the fun and expression in that? Don't you want to show off your personal style? Dive into the catalog and purchase either a child- or adult-sized snowboard. Choose from one of the available styles and place in your inventory or on your lot, either on the ground or hang it on a wall.

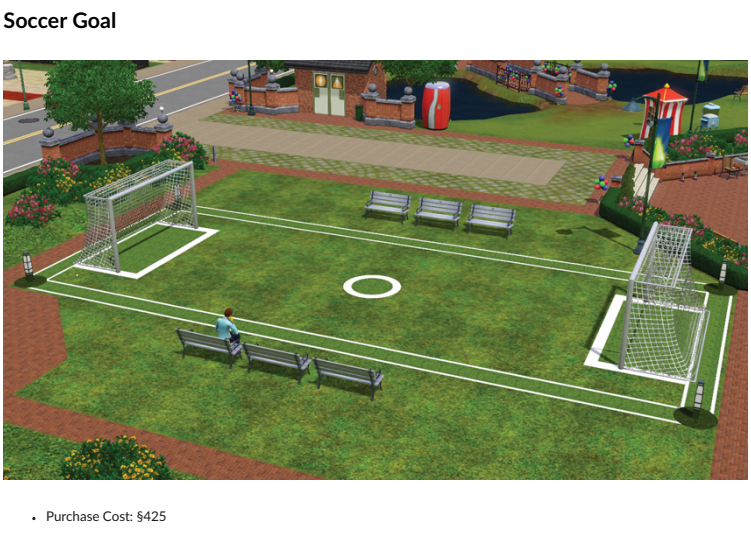


But don't stop there! Open up Create a Style and personalize the snowboard so it is a true reflection of your Sim's personality and personal style. Dig through the different colors and patterns to create a unique snowboard. Then, when you place the snowboard in your inventory and interact with the half-pipe, your Sim busts out their customized board and shreds with haute style!

Tip

Snowboards do not burn when there are fires on your lot, so your board is always safe!

Soccer Goal



- Purchase Cost: §425
- Benefits:
- Fun: +6
- Group Activity
- Description: Step into the most popular sport in the world and catch the fever. The goal is slightly smaller than regulation size, making it the perfect place to practice your skills or enjoy a quick game with a friend. Experience the thrill of defending your goal as your opponent lines up his shot. Where will the ball go, and can you get there in time? And when it's your shot to take, can you outsmart the keeper? Find out with this Soccer Goal. Or should we say, Soccer Goooooooooaaaaaaaal!!

Soccer—or football, as it's called in most of the world—is a fun outdoor activity for Sims to play either solo or with a friend. Rather than two goals set up across a wide pitch, the Soccer Goal allows you to play in a condensed area. When Sims play with the goal, they pass the ball back and forth and start shooting for goals. Any time spent using this goal—whether that's for practice, playing with another Sim, or entering a tournament—results in the development of the Athletic skill. As your Sim's skill increases, they will shoot more successful goals or perform better in tournaments.

At the Soccer Goal all by your lonesome? Well, you can choose the Practice interaction. This makes your Sim walk opposite of the goal and start kicking a ball into the goal.

Caution

While playing soccer, you get kinda sweaty. Keep an eye on Hygiene!

When you walk up to the Soccer Goal and somebody else is playing, you can either choose to just Watch or Ask to Join. When you join another Sim, you start a shootout contest. (You can also opt to challenge another player to a Shootout.) At this point, one Sim heads to the goal. The other walks opposite of the goal and releases a ball. The shooter then starts making kicks. The goalie darts and dives, trying to block the ball from reaching the net. At this point the Athletic skill is brought into the equation. The player with the higher skills often does better in the showdown. After several shots, the Sims switch places and the former goalie is now the kicker.

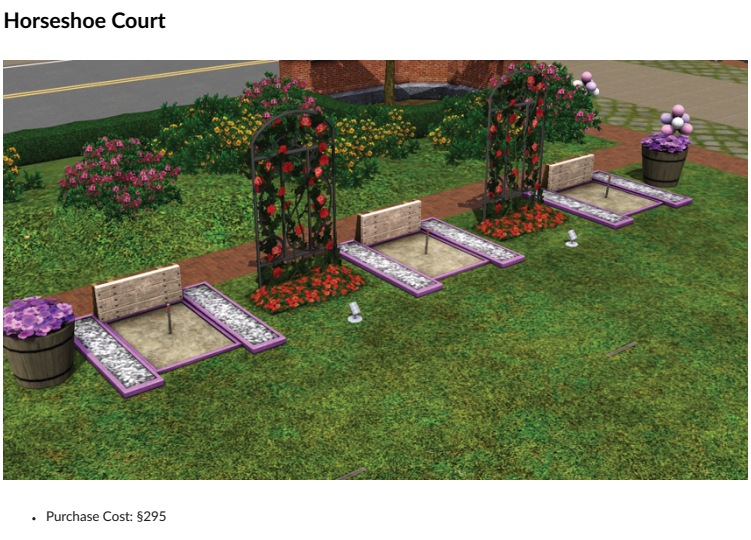
While playing with another Sim like this, both Sims satisfy the Fun need, build the Athletic skill, and build LTR.

Once Sims get better at soccer, they can start entering tournaments with other players, just like you can with chess. When playing a tournament with another Sim, you see a note that designates it as a ranked match, which is then tracked. When you lose, you can immediately rematch. When you win, it is noted you've won a ranked match and that you advance in the tournament.

Tip

Sims with the Childish or Good Sense of Humor traits are more apt to taunt the goalie before taking a shot.

Horseshoe Court



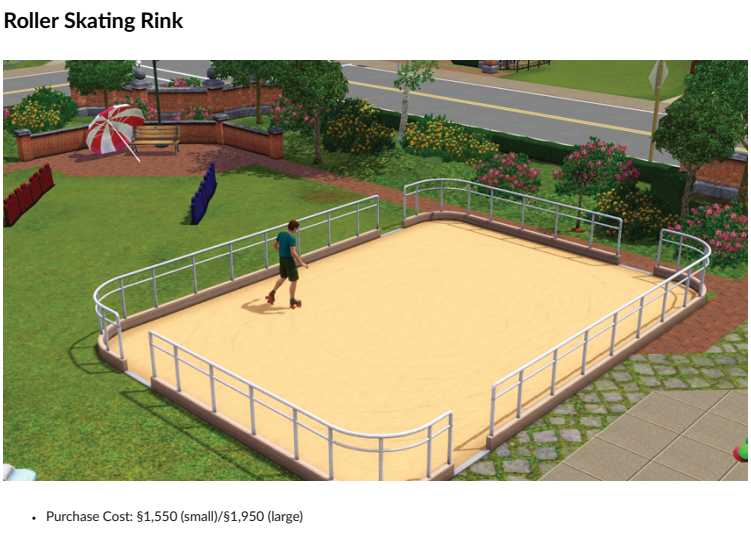
- Purchase Cost: §295
- Benefits:
- Fun: +5
- Group Activity
- Description: Before the internet, there was throwing things, and horseshoes is the finest example of that sport ever played. It's the ultimate test of skill that dates back centuries! Many mistakenly refer to it as the "sport of kings" even though the actual sport of kings was massive land wars. Horseshoes: It's the most fun you can have with a horse's shoe!

Sling and fling horseshoes like a champ at the Horseshoe Court. Though you see it at the Summer Festival grounds, you can also purchase it from Buy Mode and install it on a lot to play and practice throughout the year. Like soccer, there is a hidden horseshoe skill that is consistently developed whenever you are engaged in throwing shoes. (You do not build the skill while just watching a match.) The more you develop this hidden skill (which has 10 levels to it, although there is no visible meter that indicates your rise from level to level), the better you perform whether playing alone or with a group of Sims.

There are three interactions on this object. If another Sim is playing, you can just Watch, which satisfies the Fun need. You can also choose to either Play Horseshoes or Ask to Join, which draws other Sims into a game. When playing with other Sims, when it's not your turn, you stand at the edge of the object and cheer/jeer, which satisfies both Social and Fun. Sims route through game, taking turns throwing a single horseshoe until all players have thrown their three. Then scores are tallied and the winner gets to celebrate.

Here's a how a game of horseshoes plays out: Sims have three horseshoes total. The goal is, of course, to get the horseshoe on the stake at the far end of the court. If you nail the throw, that's a "ringer." Like soccer, you do not have actual control of the throws, but your Horseshoes skill does affect the throw. If you are new, it's pretty rare to throw a ringer. More likely, you will completely miss. Over time, your throws will landed closer to stake, which earns points. Eventually, you will throw more and more ringers. When you hit a ringer, you celebrate and Sims watching typically cheer and clap. At the end of a game, when all participating Sims throw their three horseshoes, scores are "tallied" and a winner is announced.

Roller Skating Rink



- Purchase Cost: §1,550 (small)/§1,950 (large)
- Benefits:
- Group Activity
- Develop Skating skill
- Description: Just in case you don't have access to a time machine, you can always step into a pair of roller skates and take a few turns around the rink while groovy music plays. It's a truly timeless pastime. And yes, greasy pizza and cold soda do taste better after roller skating! (Description from small Roller Skating Rink.)

In Seasons, there are two types of skating: roller skating and ice skating. While these rinks appear at festivals associated with their seasons, such as the Ice Skating Rink during winter, they can also be purchased and placed either on a community lot or a home lot for personal use. There are two sizes of rinks: small and large. The larger the rink, the more Sims it can accommodate. When Sims enter one of the rinks, they automatically wear the skates necessary for the sport.

When Sims start skating, typically just in a little loop, they begin building the semi-hidden Skating skill. The more you skate, the better you become at it: less falling, smoother moves, better tricks. When you enter the rink, you join the current direction everybody else (if other Sims are using the rink) is currently skating in. There are multiple interactions you can use on the rinks:

Skate/Skate with: The most basic interaction on the rink. When selected, Sims strap on their skates and start moving around the rink in the same direction as the other skaters, if there are any currently skating. If this is early in the Sim's skating "career," they often stumble around and even occasionally fall. However, note that meter above your Sim's head. That is the development bar for the semi-hidden skill. As they get better, they stop slipping and falling. Sims can also choose to skate with another Sim, which not only satisfies Fun, but also the Social need. However, the skating level of your Sim can affect the other skater. For example, if you're a newbie skater, you can pull another skater down when you slip and fall.

Join/Ask to Join: You can either chose to join another skater or ask another Sim to join you in skating.

Change Direction: When the rink is empty, you can set the direction you want to skate. With this interaction, you can set whether you want to skate clockwise or counter-clockwise.

Spin/Spin with: While skating, you can choose to do a spin move. This sends your Sim to a spot on the rink where there is enough room to spin. Depending on your skill level, you can fall or perform a wobbly spin (if low skill level), perform a tight spin (medium), or a layback spin (high skill). After the spin the Sim returns to skating in a loop. If you opt to spin with another Sim (and this request cannot be rejected), you link arms and start to spin around for a few moments. If one of the Sims has a low Skating skill, there is a chance both will fall. But if both are decent skaters, they can pull off some rather graceful spins. Spinning with another Sim is Fun, satisfies Social, and boosts LTR.

Watch: Sims have fun when they watch other folks skating. They react to the different skaters, cheering on special skating moves and wincing when other Sims fall down. If you have Pets installed, major pets will even watch skaters, barking and meowing at the on-rink action.

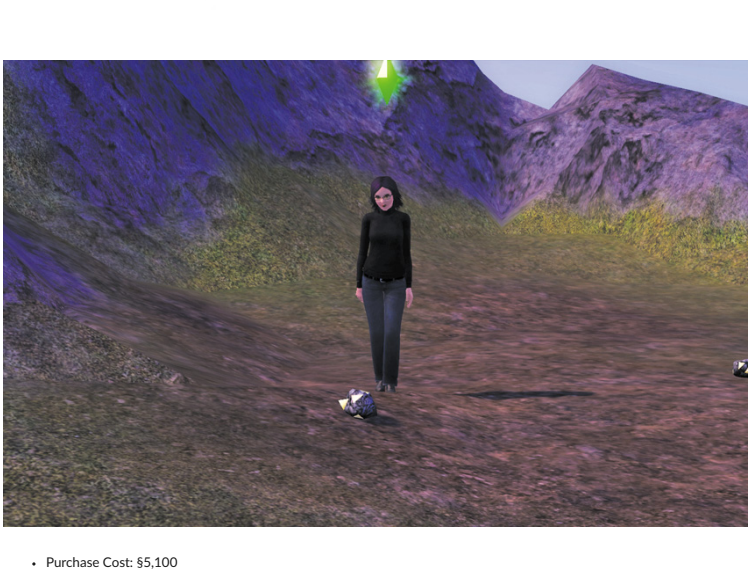
For more information on skating and the semi-hidden Skating skill, please see the Season chapter and the New Career and Skills chapter.

Ice Skating Rink

- Purchase Cost: §1,575 (small)/§1,975 (large)
- Benefits:
- Group activity
- Develop Skating skill
- Description: The secret to making ice skating look effortless is to give it a ton of effort. It takes real strength and remarkable balance to glide across the ice. Most of us are content to do the tried and true step-n-wobble about one inch away from the wall. Don't miss out on the fun. Grab some friends, strap on some skates, and get out there! (Description from small Ice Skating Rink.)

The Ice Skating Rink functions very much like the Roller Skating Rink, except, well, it's icy! When you skate on the Ice Skating Rink, you develop the Skating skill, which is one of the semi-visible hidden skills. The more you develop this skill, the better you do on the ice. The interactions, such as Change Direction, remain the same on the Ice Skating Rink as they do on the Roller Skating Rink.

Snowboarding Half-Pipe



- Purchase Cost: §5,100
- Benefits:
- Develop snowboarding skill
- +Fun
- Description: This is the place where Sims come to experience the thrill of extreme winter sports. Snap those boots into those bindings, peer over the lip of the pipe, and ramp your move. Hit it just right and you will feel like you're floating through the sky. The cheers of an adoring crowd don't hurt either! Just remember: every boarder has to eat a pound of snow before they can fly.

One day, strapping your feet onto two pieces of lumber and flinging yourself down a hill was no longer x-treme enough, so somebody decided why not strap both feet to one plank and completely rely on guts and balance? Thus, snowboarding! And in Seasons, your Sim can give this sport a go. But to do so, they need access to the Snowboarding Half-Pipe, which is available at the Winter Festival, but can also be purchased for a sizeable sum from Buy Mode and placed on a lot.

Note

The purchased half-pipe can only be placed outside. However, it can be used outside of the winter season.

Now, you can always just choose the Watch interaction if you want to admire somebody else's shredding. But how are you going to work on your own skills that way? Choose the Snowboard interaction, break out a board, and get up there!

Tip

The half-pipe comes with a default snowboard, but why not show off your own style? Buy one the Hew Snowboards, fire up Create a Style, and make your own unique board!

Whenever your Sim climbs into the half-pipe and starts to shred, they develop the kinda-hidden snowboarding skill. There are essentially three levels of snowboarding skill: low, medium, and high. At first, your Sim simply gets on their board and just goes back and forth in the pipe without performing any tricks. In fact, it's not uncommon for them to fall from time to time.

However, after filling the skill meter a few times, the Sim moves into medium and falls a lot less. At this point, they begin attempting tricks every so often when they reach the lip of the half-pipe. Tricks consist of grabs, spins, and awesomes. When your Sim gets quite good at snowboarding, they never fall and perform a lot of tricks.

In addition to boarding alone, you can opt to take turns with another Sim via the Join or Ask to Join interactions. A turn on the half-pipe lasts just a few runs. This allows multiple Sims to use the half-pipe without any one party being a pipe pig.

Note

If you shred in front of a crowd, they cheer when you pull off a successful trick and boo when you wipe out.

Rain Disruptor/Sun's Bane Parasol

- Purchase Cost: §90 (umbrella)/§85 (parasol)
- Benefits:
- Stay dry during rain
- Keep cool during hot days
- Description: Don't let this pouring rain soak your clothes, hair, and skin. You are not a stray cat! You are a human being, and therefore greater than anything nature can produce. Keep nature at bay with the Rain Disruptor, a collapsible shield that can be deployed in seconds to deflect those hated drops. And now that it's waterproof, our Rain Disruptors are 700% more effective!

With the new weather features in Seasons, it's best to be equipped with a parasol or umbrella for rain or shine. Sims don't necessarily like to be soaked in the rain, so buying one of these and placing it in your Sim's inventory allows them to automatically unfold it when the wet stuff starts coming down. However, you can direct a Sim to use an umbrella by clicking on it in the inventory. If you have multiple umbrellas or parasols, this designates a particular umbrella as the go-to object.

When you step out and use a parasol to block the sun, you keep your Sim's temperature low and prevent them from overheating. When you use an umbrella in the rain, your Sim will not get wet, which avoids the Soaked moodlet.

There is always a chance that your umbrella or parasol will break. If that happens, the umbrella cannot be properly opened and your Sim get hot and/or wet. Umbellas cannot be repaired, however, there is an upgrade that makes the umbrella unbreakable.

There is a second upgrade for the umbrella that you're sure to love: turn the shaft into a light rod. The Glow upgrade converts the umbrella into a laser-like sword straight out of a really cool sci-fi film universe. When the umbrella is opened, the glow kicks in, bathing the Sim with light. The color of the light can be adjusted. In addition, you can also turn the light on when the umbrella/parasol has been taken out of inventory and placed in a room on a lot.

Note

Sims child and older can use parasols and umbrellas.

Note

Vampires from either Late Night or Supernatural can use the parasol/umbrella to be outside in the sunlight without sustaining injury. Mummies can use an umbrella to avoid damage from rain. These World Adventures' denizens do not like getting wet! SimBots from Ambitions will always use umbrellas to avoid getting soaked. Ghosts never use umbrellas because… well, they're ghosts!

Don't forget that you can use Create a Style to customize an umbrella or parasol. Buy the object, place it, and then open the tuning tool to splash it with bright colors or exciting patterns. Stand out from the crowd!

Apple Bobbing Tank

- Purchase Cost: §285
- Benefits:
- Group Activity
- Description: It's the most beloved and iconic festival game that no one has ever actually participated in! It's easy to play. Simply secure your hands behind your back and stick your face in a giant tank of cold water. Your reward? A shiny apple! Fun for all ages!

Bobbing for apples is an activity traditionally associated with autumn festivals, however it can be used year-round. Up to four Sims can use the Apple Bobbing Tank to have fun and see who can collect the most apples using only their teeth. When you select the Bob for Apples interaction, the game will attempt to route up to three other Sims over to the tank to play along. At least two Sims are required to play, so after a few moments, the game will begin as long as one other Sim joins.

Once the game starts, Sims bend down and start biting at the apples. When a Sim nabs an apple, they rise up and spit it off to the side before dunking their heads back into the tank. The first Sim to grab five apples from the tank wins! That Sim then gets the Winner moodlet. All Sims then receive Festival Tickets, although the winner gets the most.

You can also opt to choose Join or Ask to Join in order to request specific Sims to join your game. If joining, this just pushes your Sim to an open slot around the tank.

Caution

Unlucky Sims have a smaller chance at winning.

Caution

If one Sim playing is ill, there is a chance they will pass along their illness to the other players.

Tip

Bobbing for apples satisfies the Fun need.

Family Fun Water Arena

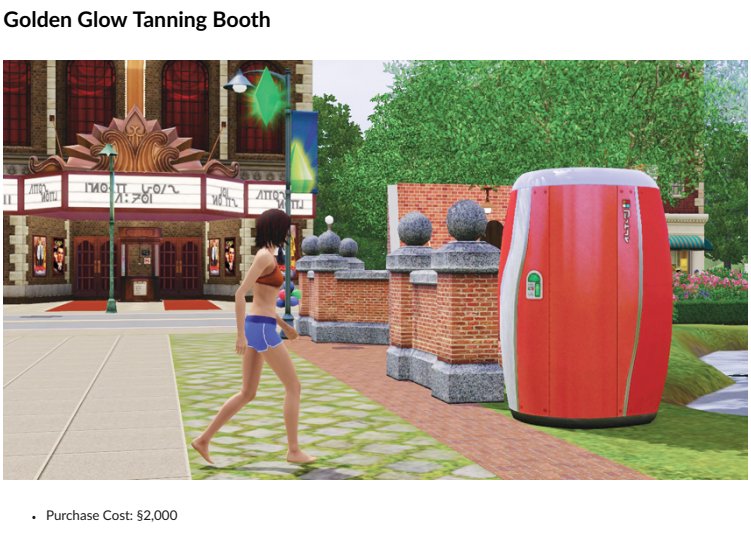
- Purchase Cost: §315
- Benefits:
- Fun: +6
- Group Activity
- Description: Take family fun time to the next level with the Family Fun Water Arena, and give your family a place to play all year round. When it's hot out, take your spot on the arena floor and prepare your arsenal of water balloons. And when winter rolls in and the ground is covered in snow? You got it! Snowball fight! Accommodates up to 4!

Sims love to play with snowballs and water balloons. As explained in the New Career and Skills chapter, as well as the Seasons chapter, Sims can start playing at any point. However, at festivals or on community/personal lots, Sims can use this object to designate a specific zone for play fights. With the arena, you can opt to start matches, join existing matches, and pick out Sims to compete with.

Note

Water balloon throwing and snowball throwing share a semi-hidden skill, which you can watch develop as you play with other Sims. The more you develop the skill, the more accurate you are with your throws.

Golden Glow Tanning Booth



- Purchase Cost: §2,000
- Benefits:
- Give Sim a tan
- Description: Bombarding yourself with UV radiation for a quick, cosmetic tan is dangerous and barbaric. Get a quick, cosmetic tan the natural way by spraying your entire body with Golden Glow's patented Muchoftan Bodycoat. Your skin will register at least a 97.5 on the Murakami-Grant Pigmentation Scale, and thanks to an infusion of our proprietary Saf-T Chemicals, the impact on your health is minimal. The Golden Glow Tanning Booth. Your personality glows… shouldn't you?

When the Summer Festival starts up, you spy the Golden Glow Tanning Booth on the designated festival grounds. But why wait for summer for a perfect tan? Purchase the Golden Glow Tanning Booth in Buy Mode, install it on your home, and use it year-round.

The main interaction on the tanning booth is: Get a Spray Tan. (No UV tanning here, pal. The verdict is in and that stuff is dangerous!) Sims enter the booth and after a few moments, step out with their tan. They check themselves out and, if happy, go on about their day. However, there is a chance the spray tan fails and ends up giving the Sim a strange hue. The three fails are:

Uneven Tan: Stepping out of the booth, the Sim realizes only one half of them is tan! The Sim is dinged with the Got an Uneven Tan moodlet.

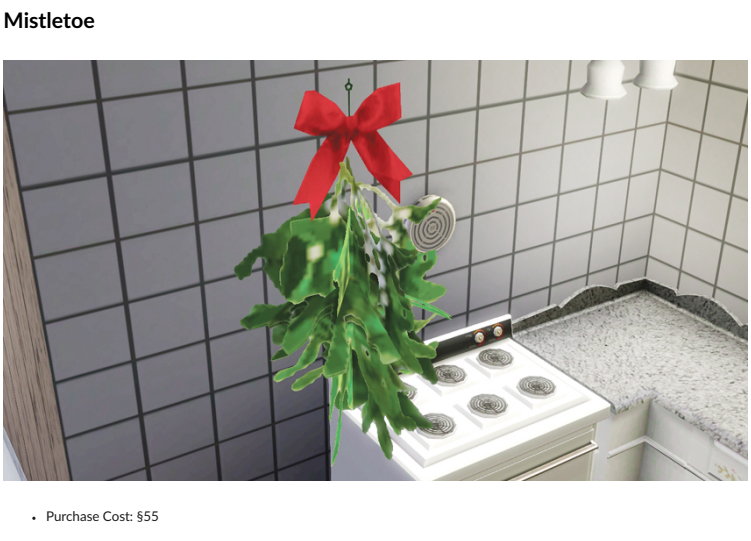
Discolored Tan: The Sim emerges from the machine and realizes that—wait a second—they're purple! (Or green! Or pink!) This results in the Got a Discolored Tan moodlet.

Bad Tan: The Sim emerges either totally charred or carrot orange. The Sim freaks out at the sight and gets the Went Too Far moodlet.

Oooooooops!!

After any failed tan, Sims must wait for the effects to wear off.

Mistletoe



- Purchase Cost: §55
- Benefits:
- +LTR for successful kisses
- Kissed Under Mistletoe moodlet
- Description: When peppermint lipstick is just too subtle, Sims in search of a holiday smooch turn to Mistletoe. Simply hang a sprig of this magnificent plant from the ceiling, and then keep finding excuses to wander under it at a party. It's that simple! Kick start your wintry lip lock with Mistletoe: the kissing plant!

Look, we all know the ultimate goal when somebody pins Mistletoe to the ceiling or in a doorway, and that holds true in Seasons. As long as there is nothing beneath it, you can place Mistletoe on a ceiling and (hopefully) set up some romantic encounters for your Sims.

To make use of the Mistletoe, click on it and choose Ask for Kiss. This brings up a Sim selector. Family members and Sims with low/negative LTRs will not appear in the selector. When the requested Sim wanders over to the Mistletoe, your Sim will point up to the sprig and indicate a desire for a smooch. At this point, the LTR between the Sims determines the success or failure of the request, but the presence of the Mistletoe does slightly increase the chance of success.

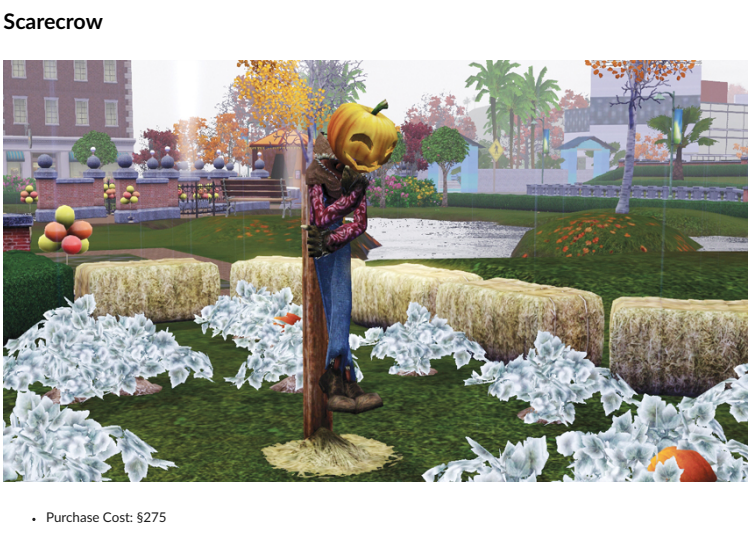
A successful kiss beneath the Mistletoe results in an LTR bump and satisfies the Social need. Plus, you get to see a special sprinkling of festive dust to signify that this was no ordinary kiss. But wait—there's more! Both Sims receive the Kissed Under Mistletoe moodlet.

Note

Asking for a kiss under the Mistletoe does not count as a first kiss if it is indeed the first kiss between a pair of Sims. The First Kiss moodlet is not awarded.

Mistletoe gives a slight environmental bonus to a room.

Scarecrow

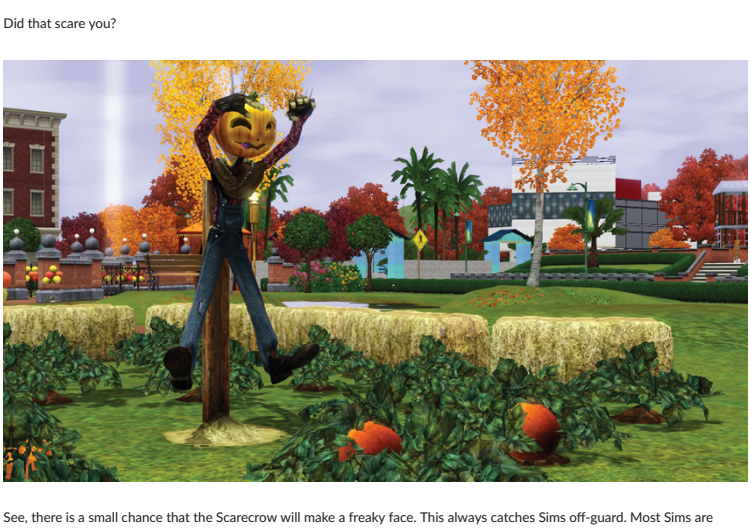


- Purchase Cost: §275
- Benefits:
- Environment: +8
- Description: This pumpkin-headed fellow has one job to do, and he does it very well: scare all the critters. Just stand him up near any crops you want to protect and he'll go to work immediately. Actually, some people even think he does his job a little too well. Maybe it's best not to stand too close…

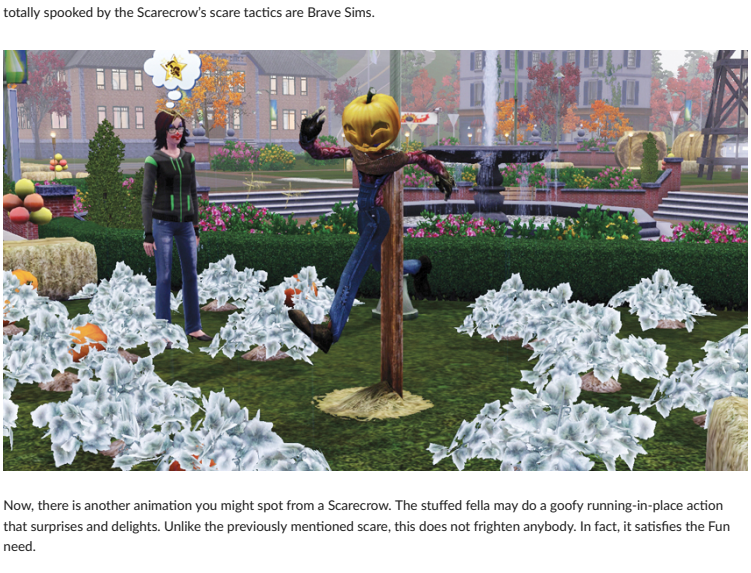
Autumn just never feels complete without the friendly presence of a Scarecrow. But in Seasons, you can install one of these stuffed sentinels year-round on a lot. The primary use of the Scarecrow is to keep animals away from crops (and we'll detail that in a moment), but there is another fun interaction on the Scarecrow: Watch.

Wait a moment—Watch? Just stand there and look at a strawman with a pumpkin head? Sure. In fact, give it a try. Surely nothing out of the ordinary will happ—BOO!

Did that scare you?



See, there is a small chance that the Scarecrow will make a freaky face. This always catches Sims off-guard. Most Sims are Terrified and run away from the Scarecrow. Cowardly Sims have been known to suffer a bladder fail. The only Sim that is not totally spooked by the Scarecrow's scare tactics are Brave Sims.

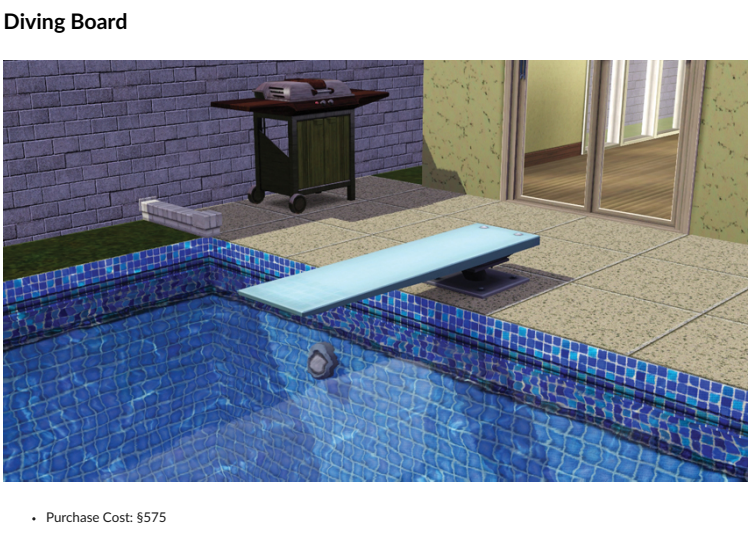


Now, there is another animation you might spot from a Scarecrow. The stuffed fella may do a goofy running-in-place action that surprises and delights. Unlike the previously mentioned scare, this does not frighten anybody. In fact, it satisfies the Fun need.

Brownie Bites

If you have Pets installed, the presence of a Scarecrow near harvestables or a trash can will prevent the meddling of wildlife and other animals. So if you have valuable harvestables sprouting up all around you, make sure to protect yourself!

Diving Board



- Purchase Cost: §575
- Benefits:
- Dive into pool
- +Fun
- Description: The pool is but a stage, and the diving board is your place in the spotlight. It is the ultimate platform to showcase your personal style. Everyone is watching! Will you execute a fancy dive? The crowd-pleasing cannonball? Will you completely chicken out? The choice is yours!

Diving boards are new to Seasons. Once installed on a pool, Sims can perform dives from the board. Click on diving board and choose Dive. This sends the Sim to the diving board where they jump into the water. They will either make a successful dive or clumsily flop into the water.

Tip

Want to ensure successful dives? Purchase the All Weather Champion Lifetime Reward.

07-041.jpg

There is a Make a Big Splash interaction, too. Instead of diving, the Sim performs a massive cannonball. The sends a huge splash of water outside the pool, soaking anybody in close range. (Those Sims also get the Soaked moodlet.) The bigger the Sim, the bigger the splash.

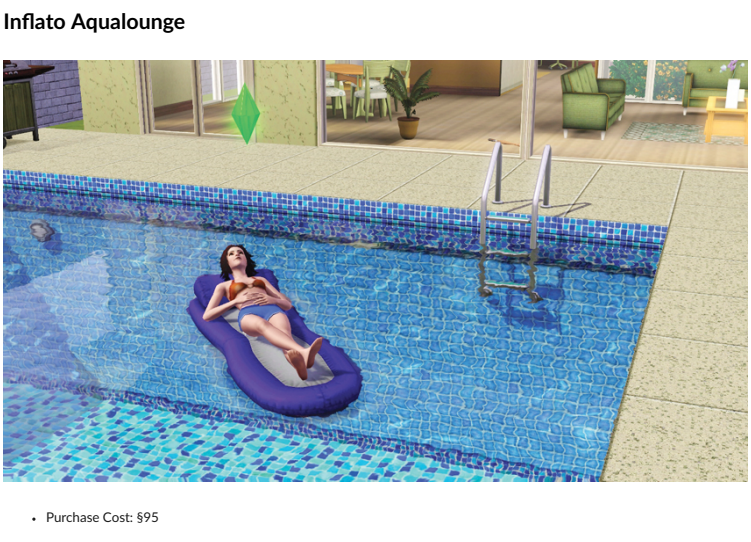
Note

Diving—both artfully and the cannonball—satisfies the Fun need.

Note

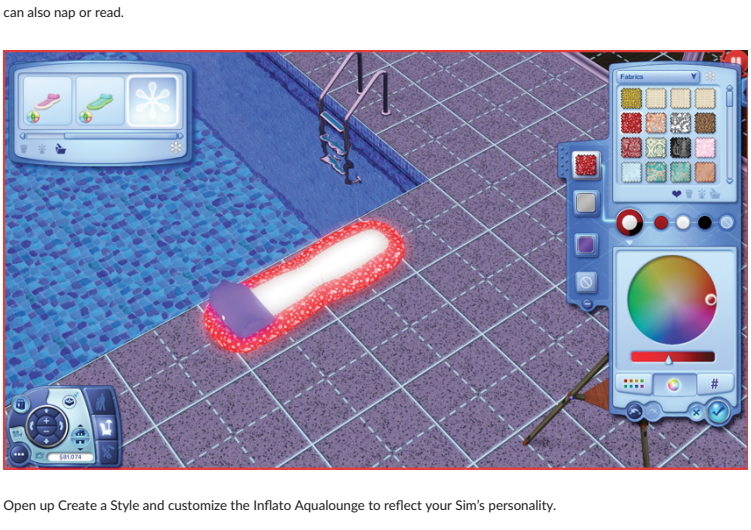
Daredevil Sims almost always enter a pool via the Diving Board.

Inflato Aqualounge

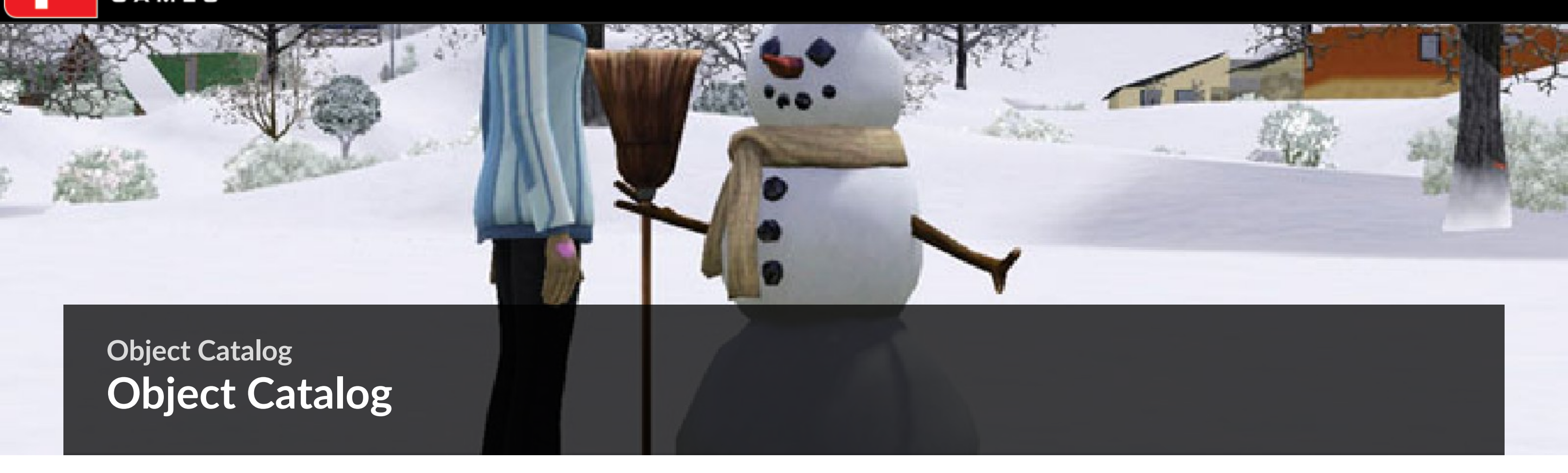


- Purchase Cost: §95
- Benefits:
- +Fun
- Description: We get it. Sometimes you want to be in the pool, but you just don't want to mess with all of that water. That's why the good people at Inflato invented the Aqualounge. Lay out in style above the waves and show everyone that water is beneath you.

This pool lounger is a fun object that Sims love to use. Whether you have it in the Sim's personal inventory or near the pool, ready to use, Sims will enter the water and climb into its comfy seat. While in the lounger, Sims lazily float around the pool, and can also nap or read.



Open up Create a Style and customize the Inflato Aqualounge to reflect your Sim's personality.



Object Catalog

Object Catalog

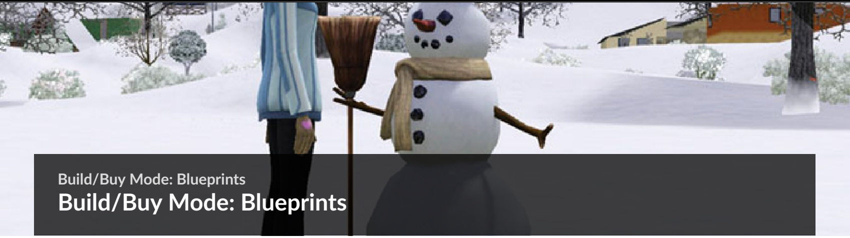
Object Catalog

The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim as well as the environmental rating of a room.

Caution

Remember the rules of deprecation when purchasing these objects in Buy Mode. As soon as you click out of Buy Mode, the object you purchased begins depreciating. Each day, the object depreciates 10 percent. The bottom out value is 40 percent of the original price. The value of any object can never drop below 40 percent unless the object is broken or ruined.

Item	Price	Hygiene	Stress Relief	Environment	Fun	Hunger	Cooking	Energy	Comfort	Group Activity	C
"Spittin' Llamas" Model	35										
Ammonite Shell Lamp	290			2							
Apple Bobbing Tank	285									x	
Arbor Bookshelf	1800			6	5		x				
Autumn's Table for Coffee	195			1							
Boardwalk Picnic Table	230								1		
Boulder Built Patio Table	115										
Busy Bee Bouncing Bobble	255			1	3						
Butterfly Rug	115			2							
Cape Cod Double Bed	900		3	2				4	1		
Celebration of Leaves!	310			4							
Classic Arch Window	205										
Crab Pot End Table	69										
Cusions Galore!	950			3					2		
Deep Forest Trees End Table	95										
Enchanged Branch Candlestick	55										
Enchanged Branch Lighting	290			2							
Enchanged Petal Lamp	260			2							
Enchanted Branches Dining Table	625			3							
Everflow Light	340			2							
Everpetals Light	320			2							
Fair Meadow Curtains	165			1							
Family Fun Water Arena	315				6					x	
Forest Moon Bar	1125			4	6						
Frosty Waves	910			6							
Gentleman's Barstool	280								1		
Glowing Lily Lamp	335			2							
Golden Glow Tanning Booth	2000										
Hew Snowboards (Adult)	120										
Hew Snowboards (Child)	100										
Hive Climber	625				8						
Horseshoe Court	295				5					x	
Ice Skating Rink (Large)	1975									x	
Ice Skating Rink (Small)	1575									x	
Inflato Aqualounge	95										
Keep Out! Construction Cones	10										
Keep Out! Construction Sawhorse	10										
Kids Lamp by Bloom!	290			2							
Knobbs Double Door	575										
Layer Cake Lighting	230			2							
Leaf Shelter	3850			9							
Leafy Shade	444			4							
Lighting Table Happy Flowers	70										
Lucky Breeze Coffee Table	245			1							
MAGnificent Pole	1200			9							
Maya the Mermaid	235			3							
Metamorphosis Swing Set	500				3					x	
Mia the Mermaid	88										
Mirror of the Meadow	285			3	3						x
Mistletoe	55										
Mountain Avalamp	550			2							
Natural Coffee Table	250			1							
Nature's Flair	325			2							
Nature's View Sliding Door	325										
Naturtone End Table	195			1							
Naturtone Trash Can	30										
Nautilus Fossil	60			2							
Oar Naments	90			2							
Ocean's Memory	110										
Permanent Leaves	75			2							
Placid Stream Coffee Table	285			1							
Placid Stream Dining Table	1480			5							
Pod Lamp	130										
Posturight Spine Helpers	150								2		
Rain Disruptor (Waterproof)	90										
Rippled End Table	85										
Rising Globe Window	235										
Roller Skating Rink (Large)	1950									x	
Roller Skating Rink (Small)	1550									x	
Rolling Leaf Floor Lamp	450			2							
Rolling Leaf Table Lamp	335			2							
Scarecrow	275			8							
School of Plastic Fish	175			3							
Sea Swell Glass Vase	90			2							
Seasons End Table	105										
Shell Planter	40			2							
Sleigh Bells Double Bed	2150		3	3				6	2		
Snow Cone Machine	240										
Snow Cone Machine Cart	335										
Snowboard Half-Pipe	5100										
Snowy the Snow Bear	57				6						
Soccer Goal	425				6					x	
SolidDesk 9000	185										
SolidShelf 9000	275				2		x				
Spring Bloom	480			5							
Spring Serenity Shower	1725	9	9	2							
Spring's Table for Coffee	165			1							
Starry Hangers	83			2							
String of Shells Light	165			1							
Summer By The Sea Shelf	280				2		x				
Summer Meat Master	750					4	x				
Summertime Fun Slide	385				8						
Sun Spot	70			2							
Sun's Bane Parasol	85										
Table Yeti	35										
Tayporoff Dining Chairs	265								2		
Tayporoff Living Chairs	450			1					2		
Tayporoff Sofa	1150			4					2		
The Commander's Fence	90										
The Commander's Gate	120										
The Permachair	95								1		
The Permadresser	875			5							
The Permalounger	775			2					2		
The Permaloveseat	395								1		
Towel Shelf Combo	75			2							
Tower of Teeth	4000			9							
Tower Path Lights	155										
Unexpected Table Lamp	310			2							
Uniformity Hot Tub	12000		4	4	5						
Unique Snowflakes Mirror	220			3	3						x
Very Symmetrical Arch	85										
Very Symmetrical Table	1440			5							
Vitrine Hutch	190			2							
Widow's Mirror	90			2							



Build/Buy Mode: Blueprints

Build/Buy Mode: Blueprints

Build/Buy Mode: Blueprints

The creative energy unleashed by Build and Buy Mode inside of The Sims 3 is incredible. With easy-to-use tools, you can create homes and buildings of every shape, size, and function. Send a castle soaring skyward. Excavate the ultimate "man cave."

But not every player has the time or will to dig down into Build/Buy Mode and fashion entire houses out of thin air. And there is nothing wrong with that, whatsoever. That's why there are multiple empty houses in every town, from Sunset Valley to Moonlight Falls, just waiting for a new family.

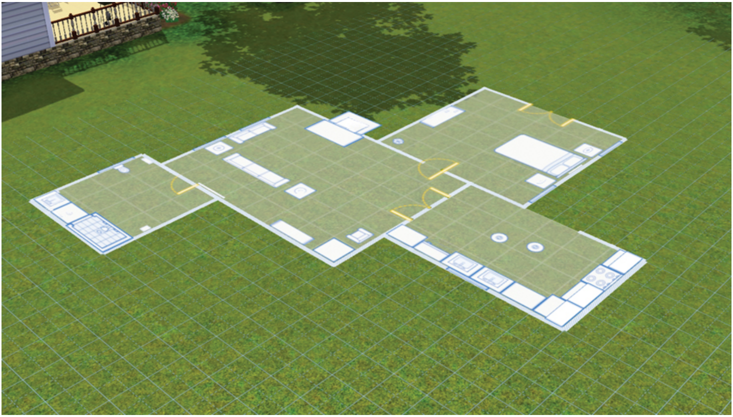
However, there is a new tool in Build/Buy Mode for players who want to create a custom house: blueprints. Blueprint Mode is a tool that allows you to effortlessly place fully furnished rooms on a lot.

To explore the blueprints, click through the sort tabs along the top of the Build/Buy Mode area. The rooms are spread across multiple, essential categories, such as kitchen, bedroom, and bathroom. Within each category are several options. Some are available to all The Sims 3 players, while others use exclusive objects and decor found only in Seasons. Those are labeled with a small Seasons badge.

As you dig around in Blueprint Mode, you'll see that several themes carry throughout. There are country home rooms, Gothic palace room, contemporary rooms, etc. In the case of Seasons, there is a set of blueprints to create an urban cabin, complete with a wooden walls and and outdoors-y motif.

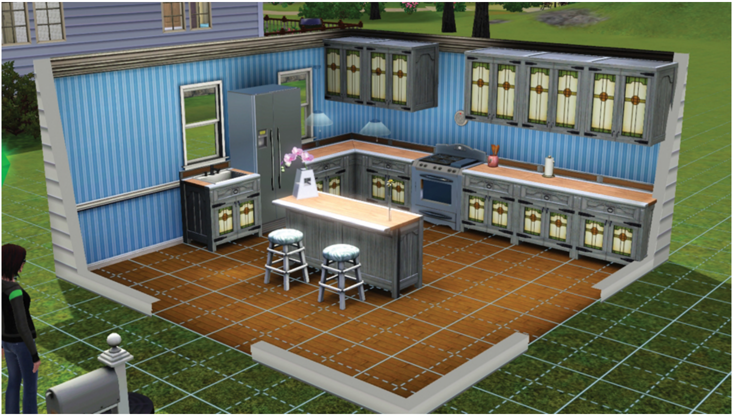
Note

Be sure to check out the Misc. tab, which contains useful rooms like a home theater or home gym.

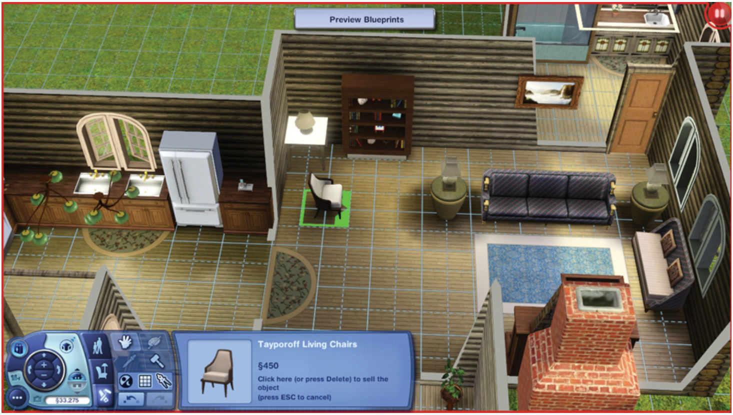


When you click on a room, the blueprint appears. Every room in Blueprint Mode is fully furnished. The price you see includes all relevant furniture, and the blueprint displays where the included items will be located when you place it on your lot.

If you want to use the blueprint, select it. You may now place the blueprinted room on your lot. The blueprint snaps to the ground and you can see the physical dimensions it takes up on your lot. Move, rotate, and place the blueprint wherever you like.

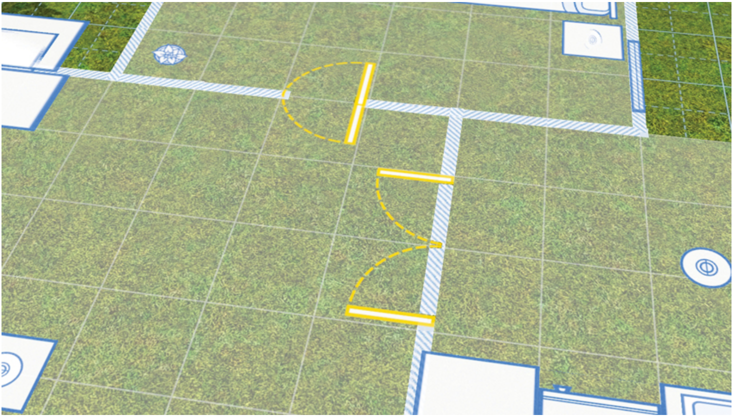


At this point, you can Preview the room without splashing the cash for it. Click Preview and then the room is visualized on your lot. Cut away the walls and have a look at how the room appears in 3D, with all of the included objects. If you like it, go ahead and place it.

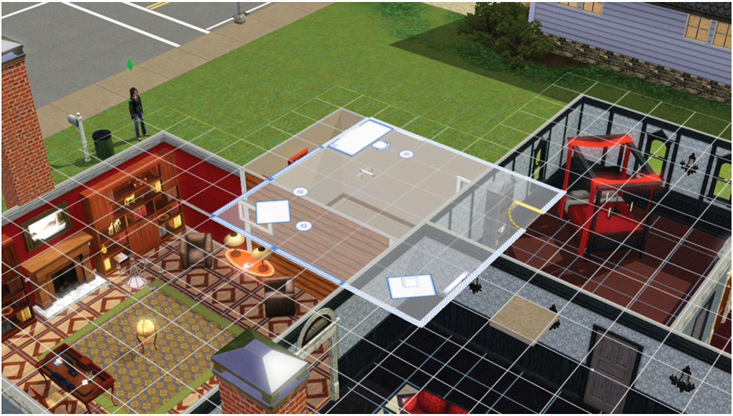


Click here (or press Delete) to sell the object
(press ESC to cancel)

The great thing about blueprints is that they act as suggestions. You can happily accept the room as it appears and then switch back into Live Mode. However, you are free to use the Hand tool to move objects around, rearrange a room, and more. Don't like all of the furniture or fixtures? Sell back to Buy Mode and replace them with something else. Want different wallpaper? Go for it. Dive into Create a Style and change the color and texture of objects until the room is precisely how you want it to look and then finalize the purchase by switching into Live Mode.



Every room in Blueprint Mode has at least one door, which is displayed on the blueprint in yellow. Use these doors as guides when you are adding blueprints to an existing house, or creating a new house out of multiple blueprinted rooms. If you place a blueprint with a door facing an area or object that is not compatible with a door, the door is refunded.



You can also use Blueprint Mode to easily add multiple stories to a house. Just click up one floor and then lay down a blueprint for a new room. The blueprint snaps to the "floor" of that level of the house. As always, you need to have support below the new room. You cannot have a room half-hanging off the edge of a house or above a great room with no support walls or pillars. In addition, blueprints do not include stairs, so you will need to add those manually in Build Mode. In some cases, you may need to rearrange objects in the new room to accommodate the stairs.

Brownie Bites

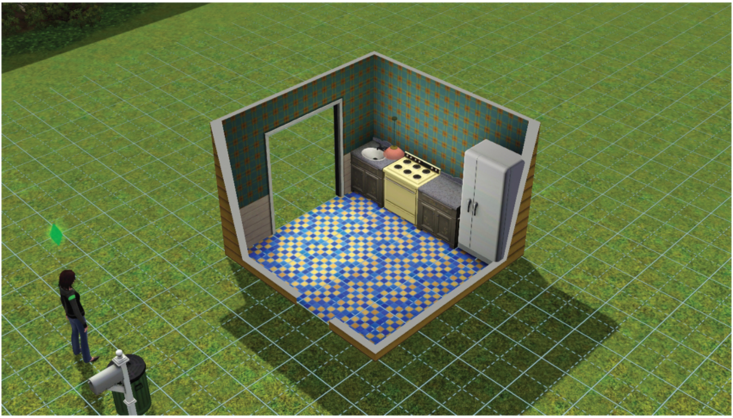
I love Blueprint Mode. Not just because of its elegance, but also for its usefulness. I have seen The Sims players create magnificent homes, customizing every nook and cranny until it was truly a one-in-a-million house. But that takes time. Blueprint Mode bridges the gap between going nano in Build/Buy and just moving into an existing house for the ease of starting a narrative. Now, you can quickly lay down the foundation for a custom home unlike the existing lots in town, and then easily move objects, customize decor, and generally feather the nest to your particular taste in a fraction of the time. If you have built up a nice account and want to move houses or are just moving in, give it a try. I know you'll enjoy Blueprint Mode's versatility and breadth.

Note

In these blueprints, we have not listed out multiples of many objects, such as kitchen counters.

Kitchen

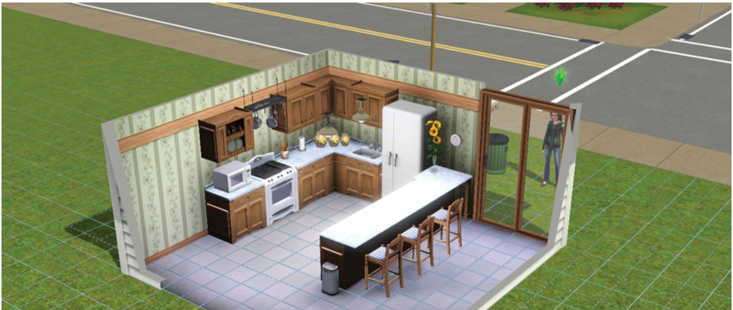
Dated

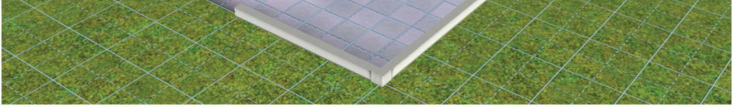


- Price: §3,046

Object	Price
Country Fried Counter	290
Squatter's Sink	150
Simmer-Char Dual State Stove	400
Chillgood Fridge	375
Lodge Light	45
Double Arch Prototype	110
The Door from Doors and More	80

Country

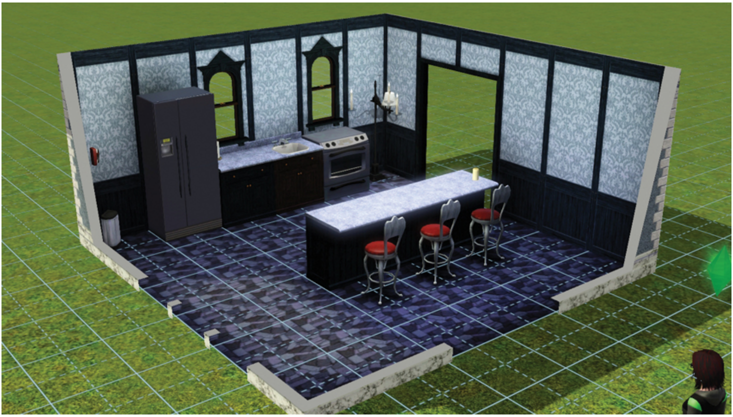




- Price: §6,897

Object	Price
Country Fried Counter	290
Steak & Prank Microwave	240
Country Fried Overhead China Cabinet	105
Hanging Pot Rack	150
Crocks O' Stuff	45
Chillgood Fridge	375
Rinky Dinky Kitchen Sinky	290
Mirage Garbage	50
Parlor Perch Barstool	185
Panic Rouser Fire Alarm	100
Simple Porch Light	70
Double Arch Prototype	110
Surplus Sliding Doors	295

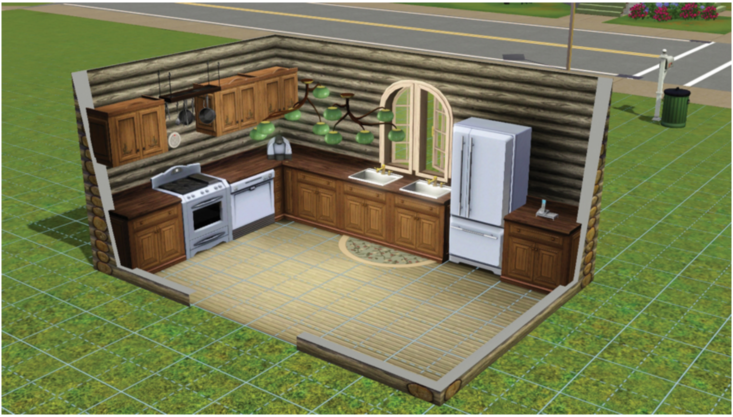
Gothic



- Price: §8.352

Object	Price
Counter Culture Counter	235
The Unsinkable Sink	240
Festus 44	1425
Counter Culture Counter Island	740
Old Sam's Barstool	520
Bunker Hill Floor Lights	300
Wishing Window	210
The Swinging Light	115
Prima Donna Arch	75
The Window Protector	400
Old's Kool Lighting	165
Mood-Lite Candle	65
Super Absorbent Paper Towels	20
Immobile Phone	50
Mirage Garbage	50

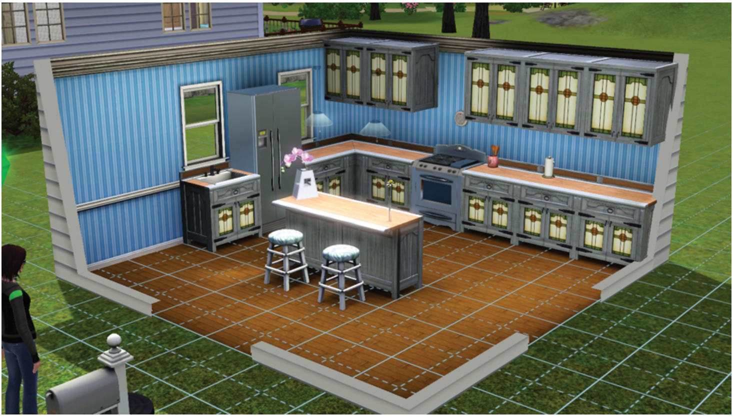
Cabin (Seasons exclusive)



- Price: §8,819

Object	Price
Counter Culture Counter	215
Icebox Drawer	1200
Volcanor Sulphorous Sink	315
Excellent Anson Hot Beverage Maker	1100
Hanging Pot Rack	150
Swish Dishwasher	300
Archway to Heaven	215
Enchanted Branch Lighting	290

Coastal

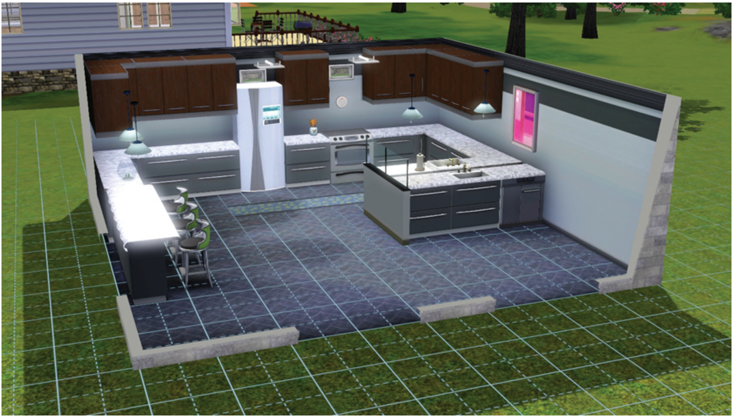


- Price: §10,156

Object	Price
The Impossible Mission Counter	790
Volcanor Sulphorous Sink	315
2-Door Galore Refrigerator	650
The Impossible Mission Overhead Cabinet	230
Cowpoke Stove	650
Rooster Utensil Holder	18
The Modern Orchid	435

Narcissus Vase	40
Panic Rouser Fire Alarm	100
Double Down Arch	295
Super Absorbent Paper Towels	20
Stray Window	80

Ultra-Contemporary



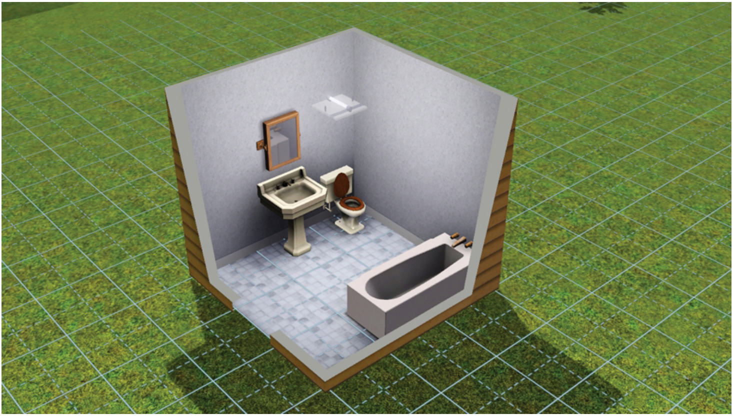
- Price: §29,769

Object	Price
Real Flat Counter	800
Volcanor Sulphorous Sink	315
Crazy Grady's Trash Compactor	400
Gentleman's Barstool	280
Real Flat Counter Island	1085
The Shrinkomatic Fishbowl	80
The Fresher Refrigerator	1800
Rooster Utensil Holder	18
Panic Rouser Fire Alarm	100
Super Absorbent Paper Towels	20
Survival Window	30
Lucid Light	95

Double Down Arch	295
Regifted Window	250

Bathroom

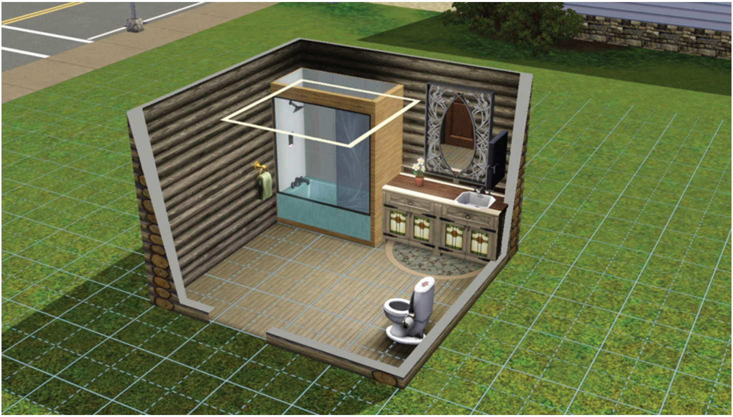
Simple



- Price: §2,157

Object	Price
JustaTub	500
Bargain John	250
Mirror of Variance	50
Plain Basin	120
Lucid Light	95
The Door from Doors and More	80

Cabin (Seasons exclusive)



- Price: §5,805

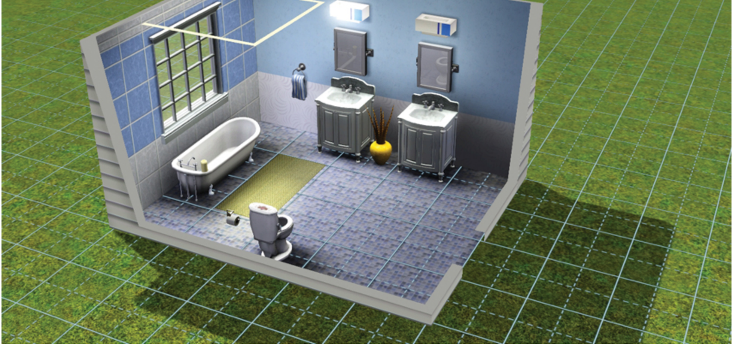
Object	Price
Odor-Free Toilet	575
Three-Ply Tushy Tissue from Plumbrite	2
Spring Serenity Shower	1725
NeveRust Towel Ring	30
The Impossible Mission Counter	545
Light Table Happy Flowers	70
The Unsinkable Sink	240
Mirror of Variance	50
Mirror of the Meadow	285
Welcome Matt	65

Contemporary

- Price: §5,830

Object	Price
The Porcelain Throne	1800
Fontainebleau Fountain Sink	390
Exhilarating X-Foliator Shower	925
The Reflektor	80
Three-Ply Tushy Tissue from Plumbrite	2
Funshine Wall Lamp	115
Two-Ton Table	525
The Modern Orchid	435
The Barricade	350
Stray Window	80

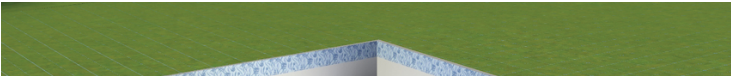
Coastal

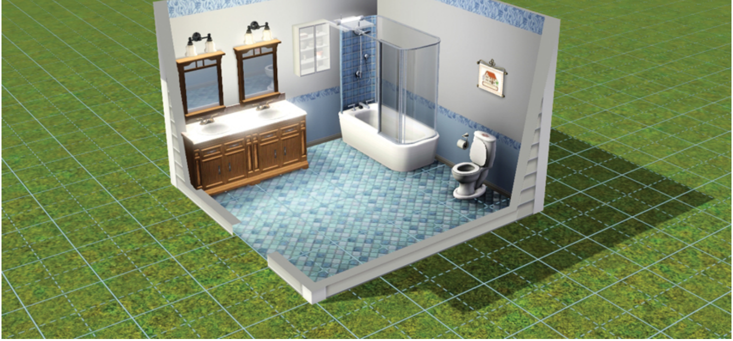


- Price: §6,207

Object	Price
Odor-Free Toilet	575
Three-Ply Tushy Tissue from Plumbrite	2
Schmidt's Clawed Tub	1065
Mood-Lite Candle	65
Sink In Despair	500
Mirror of Variance	50
NeveRust Towel Ring	30
Smooth Jam in Three Parts	1100
Tigervine Plant	135
Bellhooven Maroo Window	170
Insta-Door	100

Country

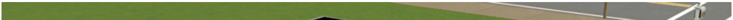


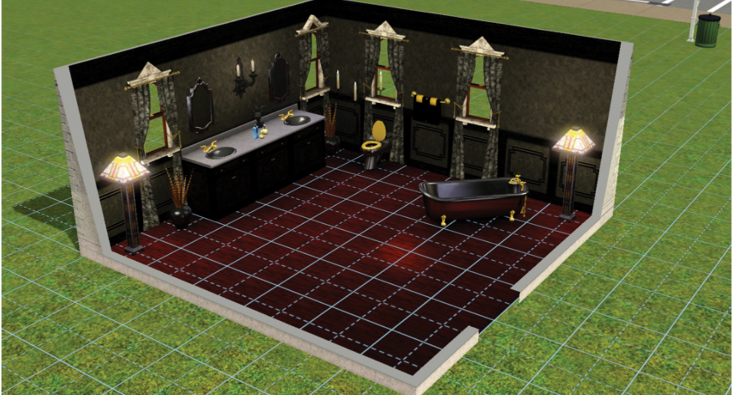


- Price: §6,347

Object	Price
Shower of Power	1600
Odor-Free Toilet	575
Three-Ply Tushy Tissue from Plumbrite	2
The MediCabi	75
Immemorial Counter	775
Squatter's Sink	150
Reflection V	275
Light Freshener	65
Grandma Wholesome's Folk-Art Thingy	50
Lucid Light	95
The aDoorable	135
Magazine Restraint System	65

Gothic



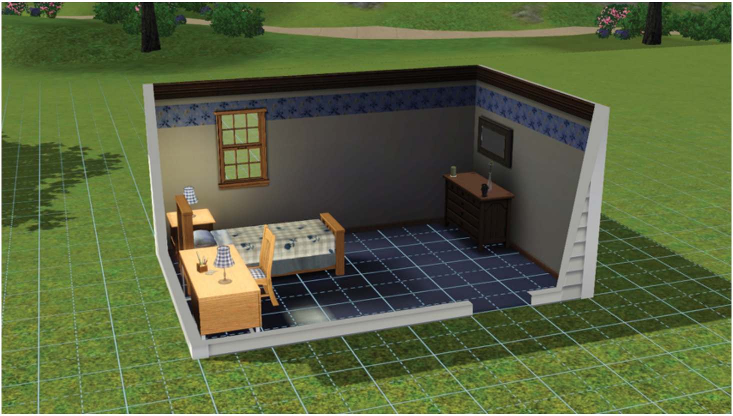


- Price: §10,776

The Porcelain Throne	**1800**
Schmidt's Clawed Tub	1065
Squatter's Sink	150
Counter Culture Counter	365
Stock Mirror	250
Stink Mask Perfume	35
The Swinging Light	115
The Rack by DecorCorp	35
Delux Lux	365
Wishing Window	210
Antique Curtains by Respectable Rags	215
Great Traditions Doorway	315

Bedroom

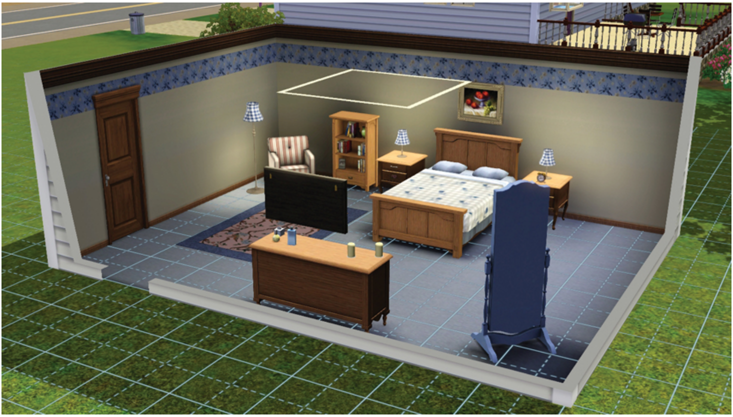
Country Spare



- Price: §3,933

Object	Price
The Slumber Saddle of Sleepnir	560
Desk Moderne From Gorog Designs	467
The Bloomington Lamp	50
Trails End Table	100
Plain Pad & Pen Set	12
Werkbunnst Stonewood Dresser	625
Mood-Lite Candle	65
Small Vine	5
Narcissus Vase	40
The Reflektor	80
The aDoorable	135
Window of Opportunity	95

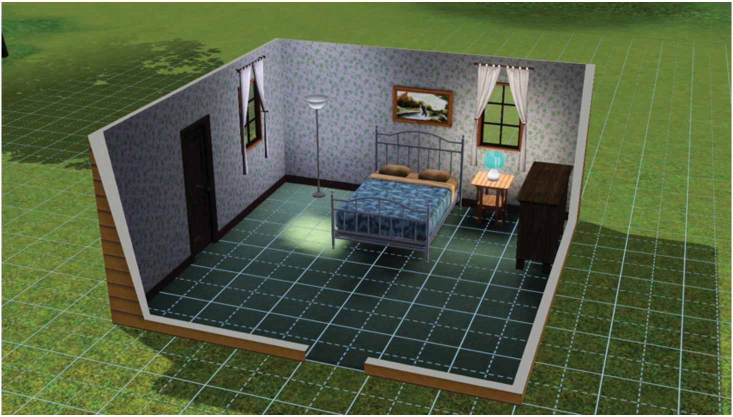
Country



- Price: §7,548

Object	Price
The Legendary Bedscalibur	1100
Trails End Table	160
Shelves del Libro	350
Flora's Funky Floor Lamp	225
The Bloomington Lamp	50
No Snooze Alarm Clock	60
Homestead Dresser from McKraken Industries	769
Mood-Lite Candle	65
Wish-You Tissues	4
Stink Mask Perfume	35
Rocket Rug	140
The Reflektor	80
Still Life Harvest	930
Rustic Glass	645
Insta-Door	100
Window of Opportunity	95

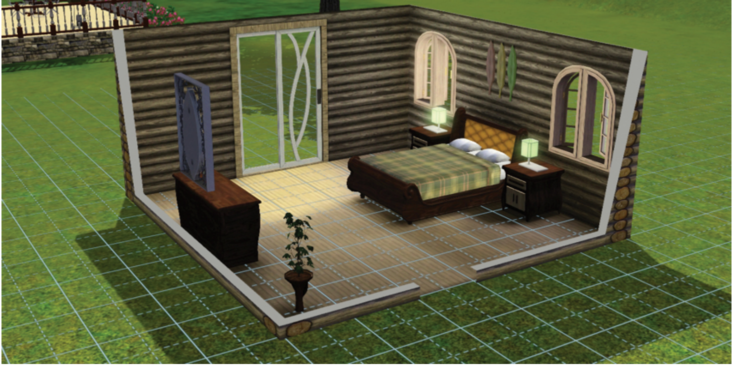
Dated



- Price: §4,166

Object	Price
B.R.A.S.S. Double Bed	450
The Evrityme Dresser	450
Syntactic End Table	90
Sawed-off Lightcaster	45
Blushing Torchiere	120
Fishing Scene	300
The Door from Doors and More	80
The Truth Divider	75
Lofty Curtains	155

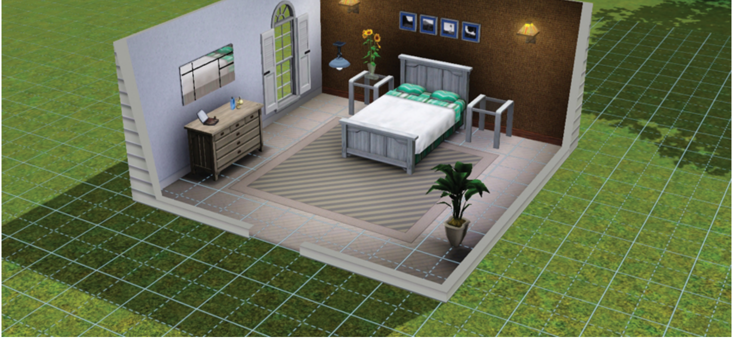
Cabin (Seasons exclusive)



- Price: §7,379

Object	Price
Sleigh Bells Double Bed	2150
The Permadresser	985
Rippled End Table	395
Unexpected Table Lamp	310
Permanent Leaves	75
Mirror of the Meadow	285
Enchanted Branch Candlestick	55
Shell Planter	40
Classic Arch Window	205
Nature's View Sliding Door	325
The aDoorable	135

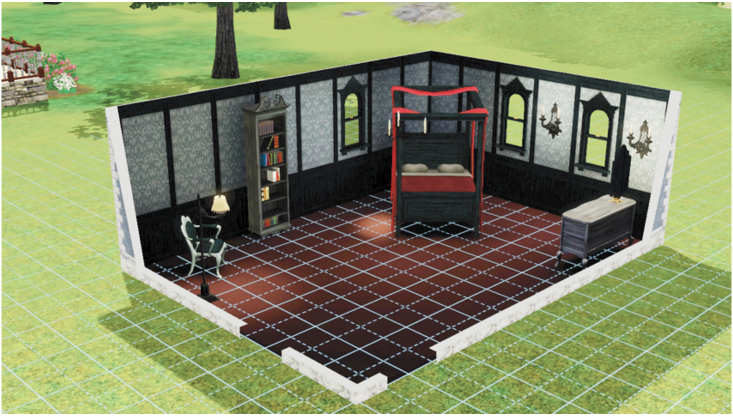
Coastal



- Price: §7,560

Object	Price
The Legendary Bedscalibur	1100
Gibson Butter Table	355
Blossoming Sunflower Vase	70
Fiesty Fiesta Wall Lantern	145
Photo Series: Hipster Edition	440
Philodendron	95
High-Def Mirror	300
Werkbunnst Stonewood Dresser	625
Beauty Box	15
Stink Mask Perfume	35
Simple Porch Light	70
The Perfect Window	225
Shy Shutters	160
Lucky Door	225

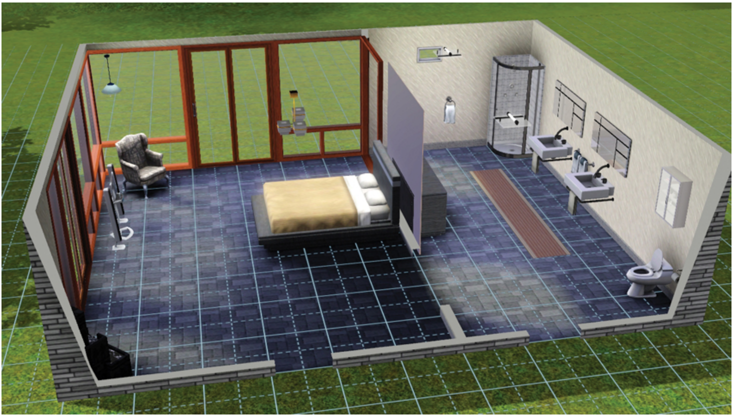
Gothic



- Price: §11,086

Object	Price
Sleep-Slave Double Bed	3500
The Constitutional Bookshelf	980
DeForester Dresser	935
Stock Mirror	250
Homespun Table Lamp	85
Pete's Living Room Chair	1000
Bunker Hill Floor Lights	300
Wishing Window	210
Old's Kool Lighting	165
The Swinging Light	115
Lucky Door	225

Ultra-Contemporary



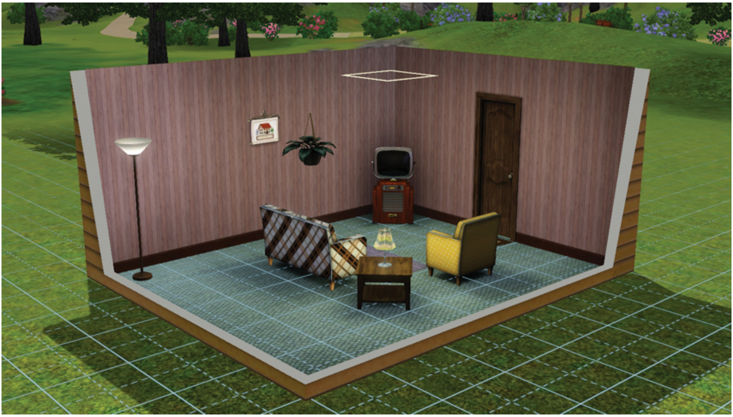
- Price: §22,640

LuxurLove Sleepset	**2200**
Bracken Living Room Chair	900
85g Audio Explosion	1800
Immoderate Water Fountain	2150
Surplus Sliding Doors	295
Window Shmindow	100
Limbo Window	295
Lodge Light	45
The Revita-Lite	350
The Porcelain Throne	1800
Fontainebleau Fountain Sink	390
Exhilarating X-Foliator Shower	925
Hi-Def Mirror	300
The MediCabi	75
Three-Ply Tushy Tissue from Plumbrite	2
NeveRust Towel Ring	30
Smooth Slides Luxury Dresser	765
Narcissus Vase	40
Fabulous, Darling Mirror	950

Lucid Light	95
Survival Window	30

Living Room

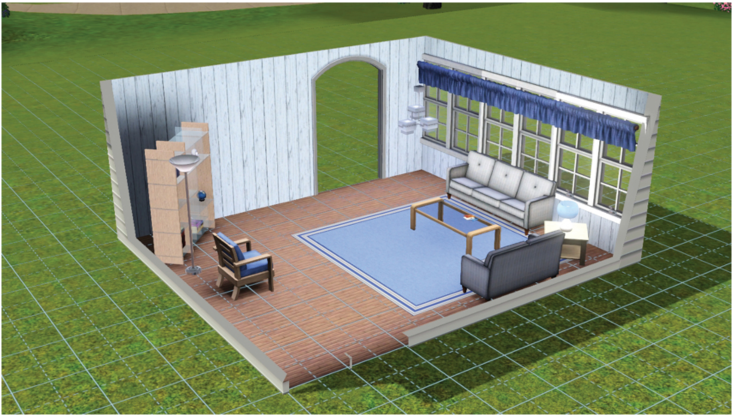
Dated



- Price: §3,561

Object	Price
The Prim and Proper	225
The Avant	115
Old Timey Tele	200
Two-Ton Table	140
The Bloomington Lamp	50
Grandma Wholesome's Folk-Art Thingy	50
Blushing Torchiere	120
Hanging Fern	15
Poor Man's Half-Round Rug	30
L7 Rug	50
The Door from Doors and More	80
Stray Window	80
Antique Curtains	215

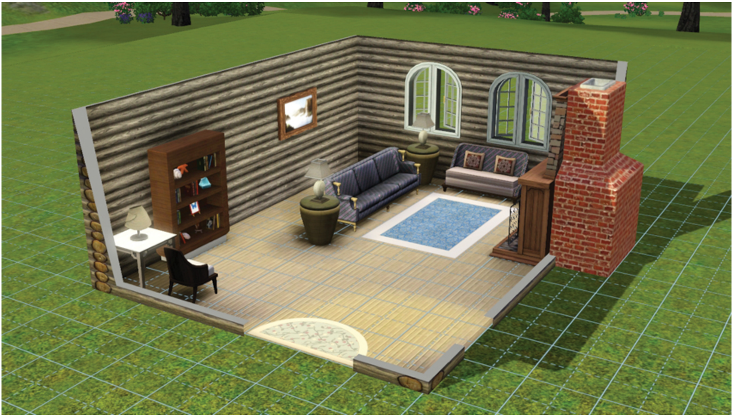
Coastal



- Price: §8,505

Object	Price
Sofa LE	335
The Prim and Proper	225
Literal Coffee Table	307
Stack o' Mags	7
Two-Ton Table	135
Sawed-Off Lightcaster	45
The Revita-Lite	350
Chandelier Rug	400
The Olafian	225
Penningway Bookshelf	720
Blushing Torchiere	120
Life Preserver	55
Back to Basix Double-Wide Window	195
Cute Lil' Curtain	170
Prank-Proof Door	275
Double Down Arch	295

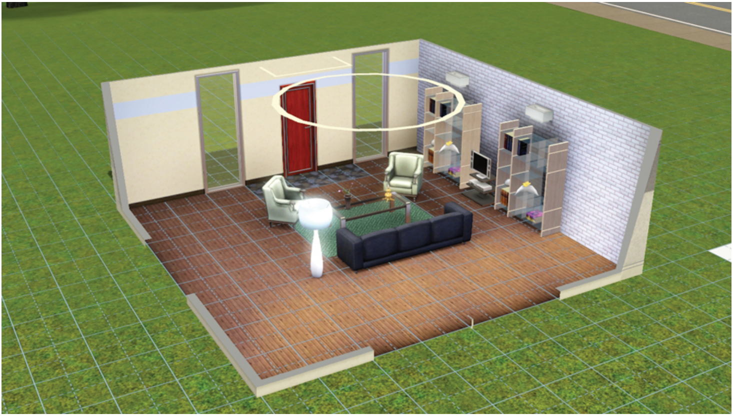
Cabin (Seasons exclusive)



- Price: §8,944

Object	Price
Big Sky Country Couch	695
Naturlone End Table	485
Ammonite Shell Lamp	290
The Permaloveseat	395
Chimenea Muy Caliente	1250
Tayporoff Living Chair	450
Rocket Rug	140
Welcome Matt	65
SolidShelf 9000	275
Boulder Built Patio Table	450
Rolling Leaf Table Lamp	335
McBob Landscape #47	800
Classic Arch Window	205
The aDoorable	135

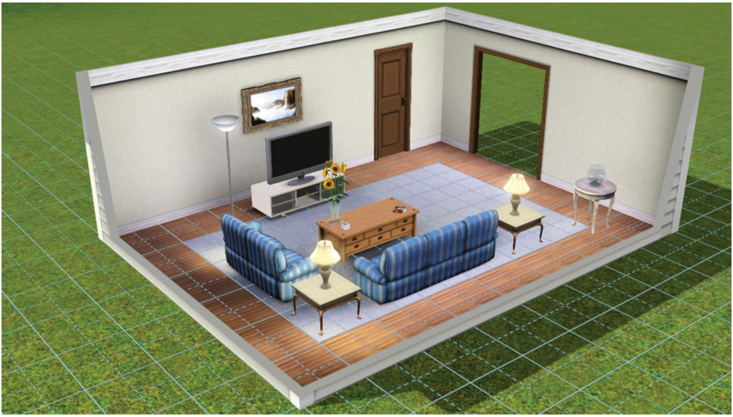
Contemporary



- Price: §10,367

Object	Price
Catharti-Couch	600
Literal Coffee Table	475
Homespun Table Lamp	85
Orchid Vase	90
Flying Carpet	100
The Savannah	450
Omnidirectional Lightcaster	165
UberVision Panoramic	1200
Penningway Bookshelf	710
Photophile Wall Light	150
The Barricade	350
Window Shmindow	100
Limbo Window	295
The Great Egress	325

Country

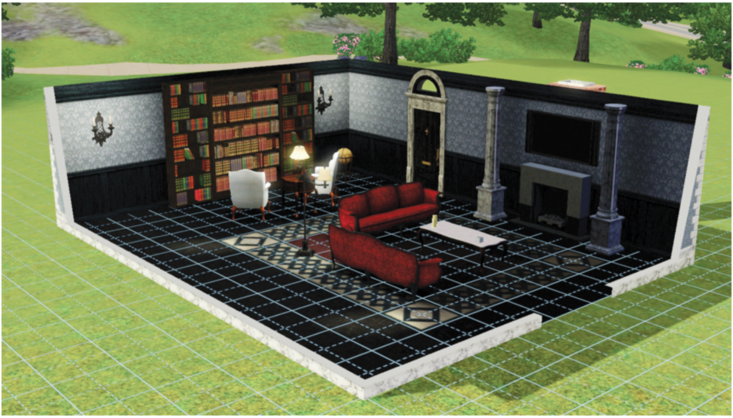


- Price: §11,911

Object	Price
Super Sunshine Happy Sofa	880
Power of Loveseat	795
36" Plasmondo TV	3500
Larger Mission Coffee Table	326
Wish-You Tissues	4
Stack o' Mags	7
Blossoming Sunflower Vase	70
Case Closed Coffee Table	350
Lamp Revere	65
Chaible	335
The Shrinkomatic Fishbowl	80
Blushing Torchiere	120
Bouquet in Repose	500
Fishing Scene	300
McBob Landscape #47	800
Window of Opportunity	95
Gone with the Window	285
Three Bean Bay Curtain	315

The aDoorable	135
Double Arch Prototype	110

Gothic



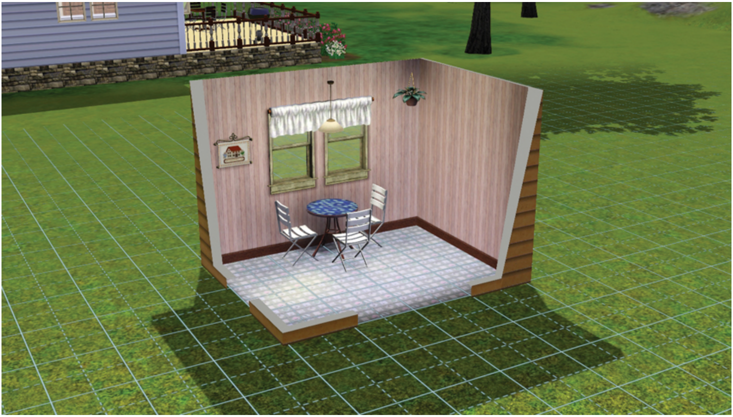
- Price: §25,899

Object	Price
Sofa Sonata	1100
Decaf Coffee Table	459
Mood-Lite Candle	65
Wish-You Tissues	4
Sweet Heat Home Warmer	3800
WallVuu Standard TV	8000
The Original Column	450
Bunker Hill Floor Lights	300
Bracken Living Room Chair	900
Distinguished Bookcase	1250
Royal Francoise End Table	380
Lamp Revere	65
Globe Sculpture	195
Old's Kool Lightning	165
Wishing Window	210

Great Traditions Doorway	315

Dining Room

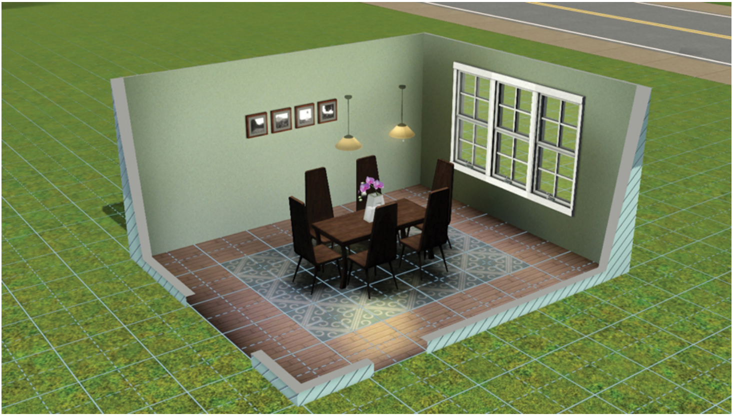
Dated



- Price: §2,155

Object	Price
Table de Bistro	315
The Exquisite Bistro Chair	40
Hanging Fern	15
Grandma Wholesome's Folk-Art Thingy	50
Stray Window	80
Cute Lil' Curtain	170
Lodge Lights	45
Double Arch Prototype	110
The Door from Doors and More	80

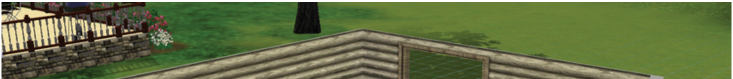
Contemporary

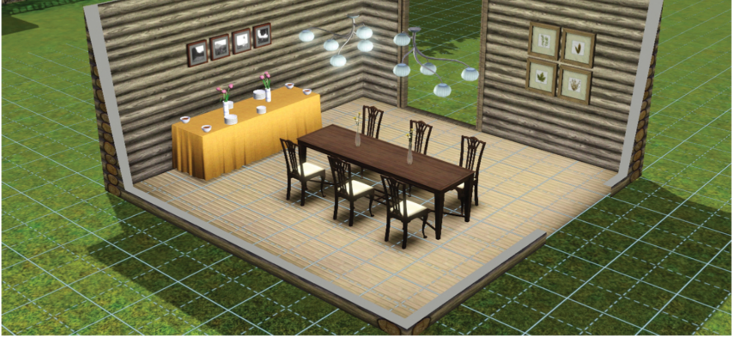


- Price: §5,738

Object	Price
The Upscale Dining Table	2670
The Muga Sitzer	325
The Modern Orchid	435
Photo Series: Hipster Edition	440
Lodge Lights	45
Back to Basix Window	145
Prima Donna Arch	75
Double Arch Prototype	110

Cabin (Seasons exclusive)

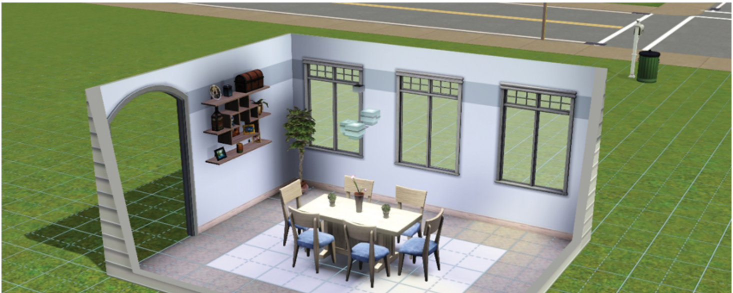


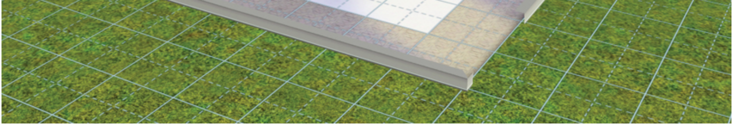


- Price: §7,524

Object	**Price**
Very Symmetrical Table	2870
Yankee Doodle Dining Chair	225
Narcissus Vase	40
Great Eats' Recycled Consumables Buffet Table	300
Photo Series: Hipster Edition	440
Enchanted Branch Lighting	290
Celebration of Leaves	310
Archway to Heaven	215
Classic Arch Window	205

Country

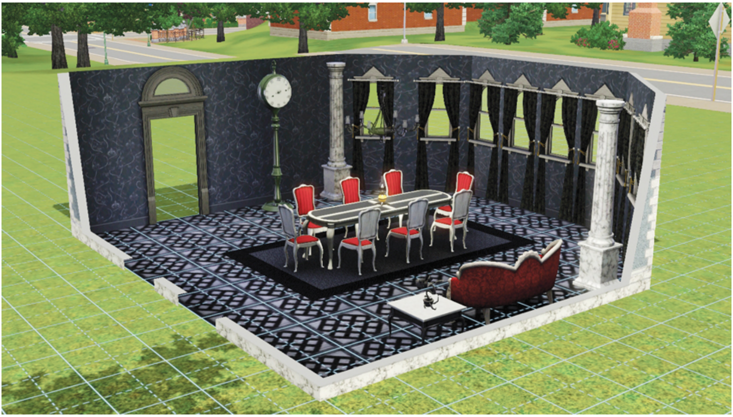




- Price: §8,407

Object	Price
Missionaire Dining Table	1250
The Cozinator 450	100
Graves' Ceiling Lights	225
Philodendron	95
Mission at Noon, Lance Ng	3900
Window of Opportunity	95
Antique Curtains by Respectable Rags	215
Prima Donna Arch	75
Double Arch Prototype	110

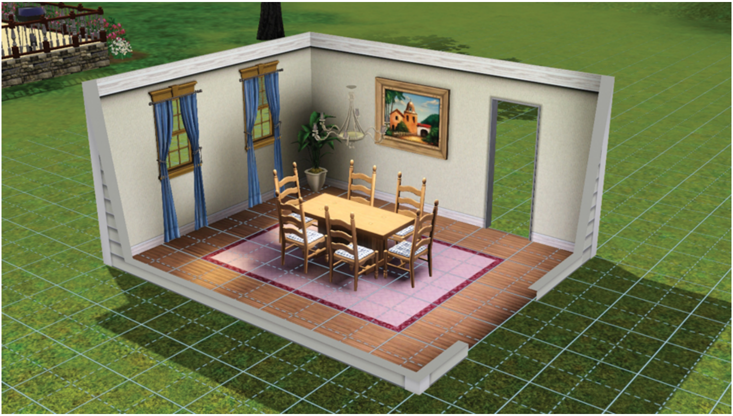
Gothic



- Price: §21,089

Object	Price
Xtra Long Dining Table	8385
Old Sam's Dining Chair	900
Homespun Table Lamp	85
Graves' Ceiling Lights	225
The Dromedary	1200
Case Closed Coffee Table	760
Cow Plant	475
Town Clock	1200
The Original Column	450
Old's Kool Lighting	165
The Prince of Pickleburp	380
The Buzzkill Arch	315
Wishing Window	210
Antique Curtains by Respectable Rags	215

Coastal

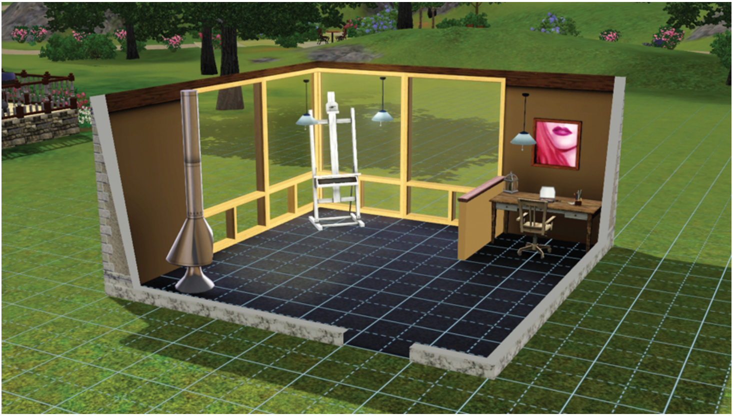


- Price: §6,494

Object	Price
Missionaire Dining Table	1290
Mount of Comfort Dining Chair	90
Orchid Vase	90
Small Ivy	5
Ficus Tree Shrub	230
Main Attraction Puzzle Shelf	85
McBob Landscape #47	800
Double Redunda-Doors	570
The Revita-Lite	350
Ventana Subconsciente	185
Double Down Arch	295

Study

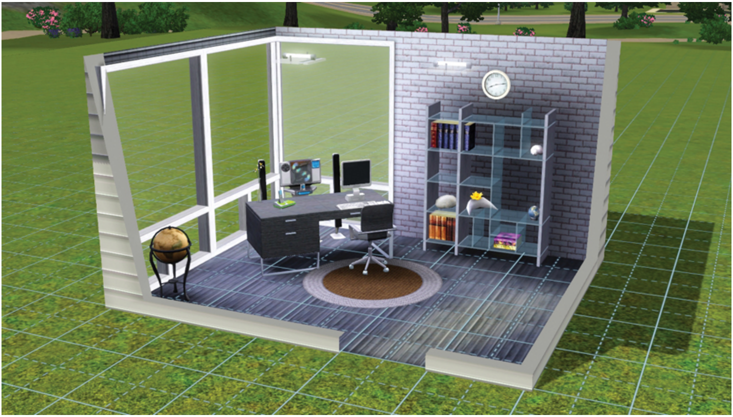
Charming Art Studio



- Price: §7,029

Object	Price
Arty Easel	300
Combustion Junction	900
Drawltop Work Surface	367
Wellness Dining Chair	165
Beauty Box	15
Fern Keeper Deluxe	25
Plain Pad & Pen Set	12
Two-lips	150
Insouciance No. 12	750
Bouquet in Repose	500
Niceland Door	385
Limbo Window	295

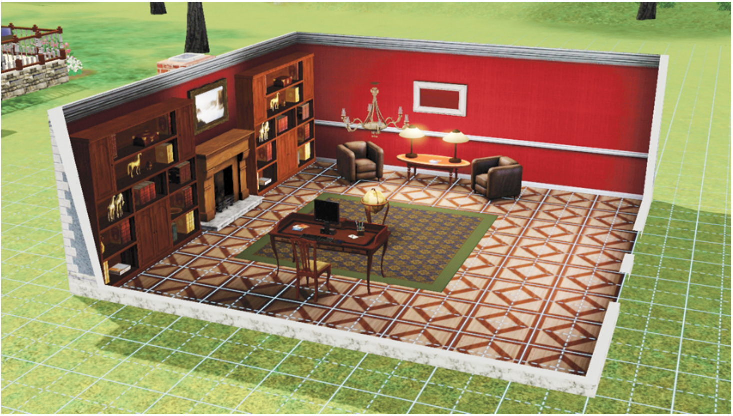
Contemporary Home Office



- Price: §8,577

Object	Price
Desk Moderne	2745
Overworked Office Chair	195
oTron 200 Thinking Computer	2150
998 Table TopTopia Phone	35
85g Audio Explosion	1800
Purrrfect Rug	95
Globe Structure	195
Penningway Bookshelf	710
Quick Talk Wall Clock	40
Lucid Light	95
Limbo Window	295
Prank-Proof Door	275

Grandiose Study

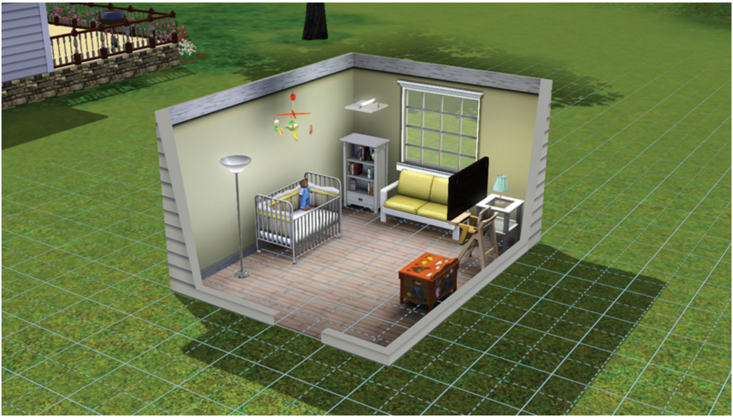


- Price: §15,968

Object	Price
Desk Historia	3294
Yankee Doodle Dining Chair	225
oTron 200 Thinking Computer	2150
Stack o' Mags	7
Plain Pad & Pen Set	12
Globe Structure	195
Swank Living Room Chair	375
Old Timer's Coffee Table	282
Lodge Lamp	75
The Reflektor	80
Chandelier Rug	400
Sturdy Shelf	1650
Pyro Pit	1000
McBob Landscape #47	800
Bouquet in Repose	500
Still Life Harvest	930
Greaves' Ceiling Lights	225
The Buzzkill Arch	315

Kids Room

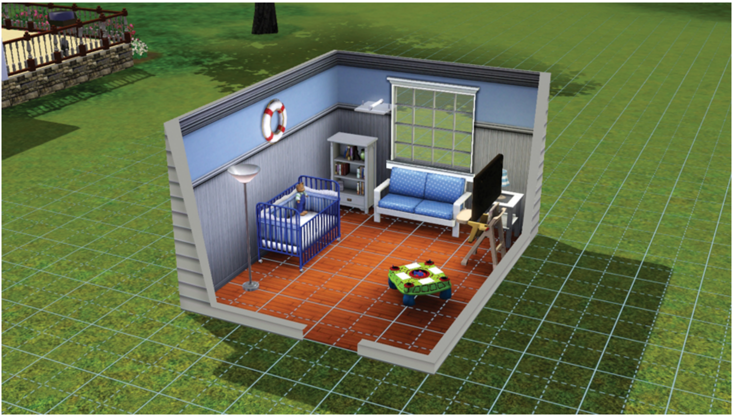
Baby



- Price: §3,430

Object	Price
Kinder Kontainer	325
Wugglesworth Schnuggles Bear	50
Shelves del Libro	350
Blushing Torchiere	120
Space Mobile	70
Roy Rock's Toy Box	75
Yummer's High Chair	60
The Matchmaker	350
The Reflektor	80
Lulu's Artisan Table	125
Bloomington Table Lamp	50
Lucid Light	95
Belhooven Maroo Window	170
The Door from Doors and More	80

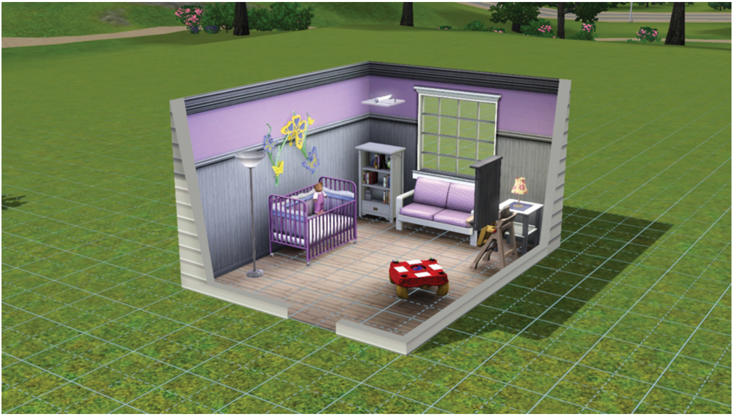
Baby Boy



- Price: §3,522

Object	Price
Kinder Kontainer	325
Wugglesworth Schnuggles Bear	50
Shelves del Libro	350
Blushing Torchiere	120
Life Preserver	55
Genesis Building Blocks	200
Yummer's High Chair	60
The Matchmaker	350
The Reflektor	80
Lulu's Artisan Table	125
Bloomington Table Lamp	50
Lucid Light	95
Belhooven Maroo Window	170
The Door from Doors and More	80

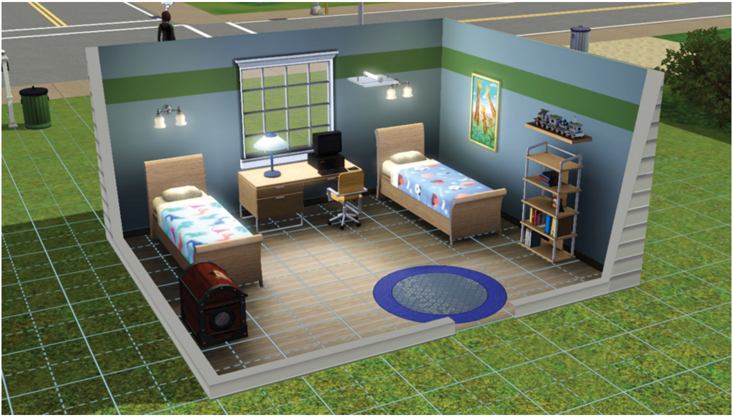
Baby Girl



- Price: §3,927

Object	Price
Kinder Kontainer	325
Wugglesworth Schnuggles Bear	50
Shelves del Libro	350
Blushing Torchiere	120
Real Pretty Butterflies	265
Genesis Building Blocks	200
Yummer's High Chair	60
The Matchmaker	350
Reflection V	275
Lulu's Artisan Table	125
Bloomington Table Lamp	50
Lucid Light	95
Belhooven Maroo Window	170
The Door from Doors and More	80

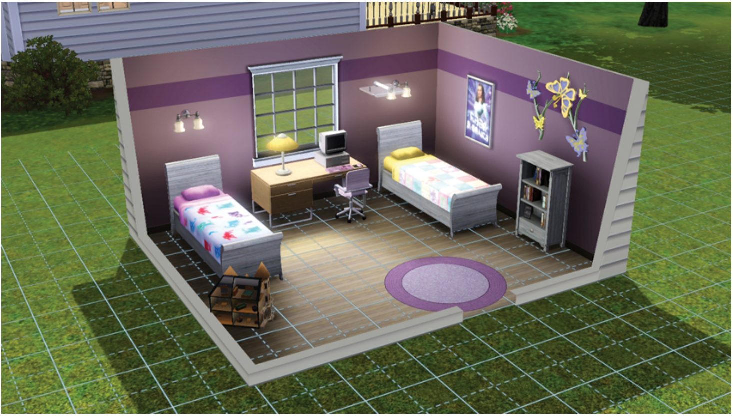
Boy



- Price: §6,550

Object	Price
The Lullaby Bed	950
Desk Moderne	1395
Easy Machine from Fred's PC Hut	800
Overworked Office Chair	195
Toy Pirate Chest	60
Purrrfect Rug	95
Back2School Bookshelf	250
Elevated Train Set	185
Giraffe Family Portrait	80
Dancing Bunny	100
Lucid Light	95
Light Freshener	65
Belhooven Maroo Window	170
Insta-Door	100

Girl

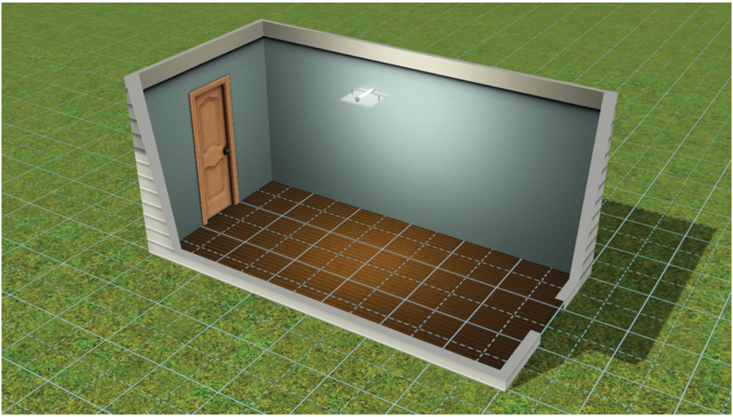


- Price: §7,225

Object	Price
The Lullaby Bed	950
Desk Moderne	1395
Easy Machine from Fred's PC Hut	800
Overworked Office Chair	195
Sunnybrook Home Dollhouse	650
Purrrfect Rug	95
Shelves del Libro	350
Real Pretty Butterflies	265
Diva Doll Poster	55
Detention Hall Poster	30
Lucid Light	95
Light Freshener	65
Belhooven Maroo Window	170
Insta-Door	100

Misc.

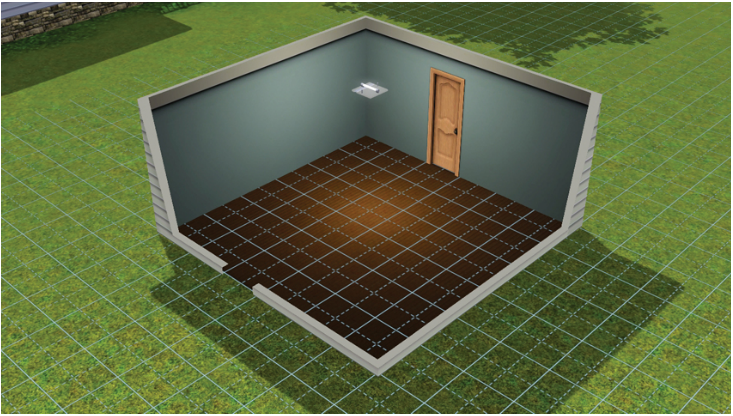
Simple Hallway (3x6)



- Price: §1,893

Object	Price
The Door from Doors and More	80
Lucid Light	95

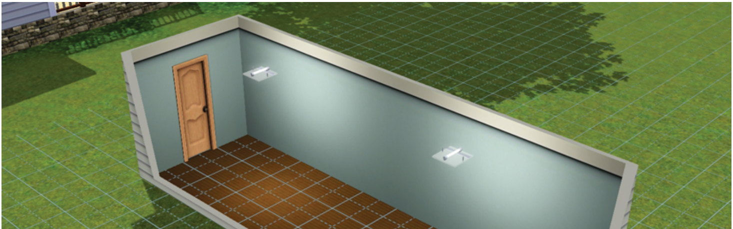
Simple Hallway (6x6)

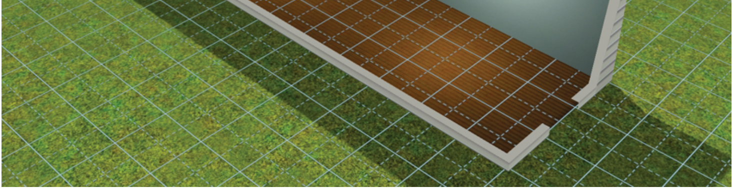


- Price: §2,511

Object	Price
The Door from Doors and More	80
Lucid Light	95

Simple Hallway (3x10)

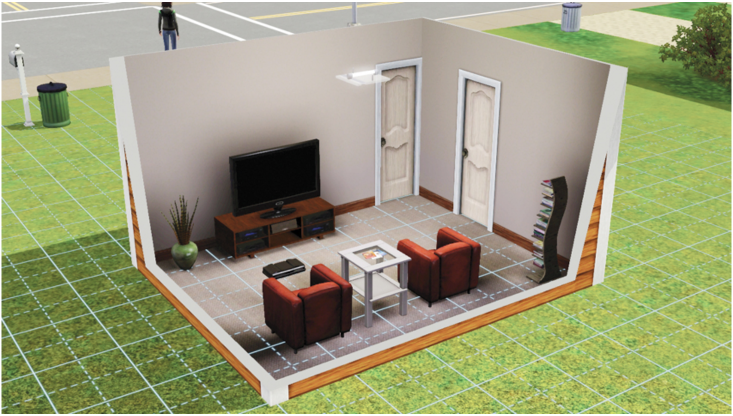




- Price: §2,740

Object	Price
The Door from Doors and More	80
Lucid Light	95

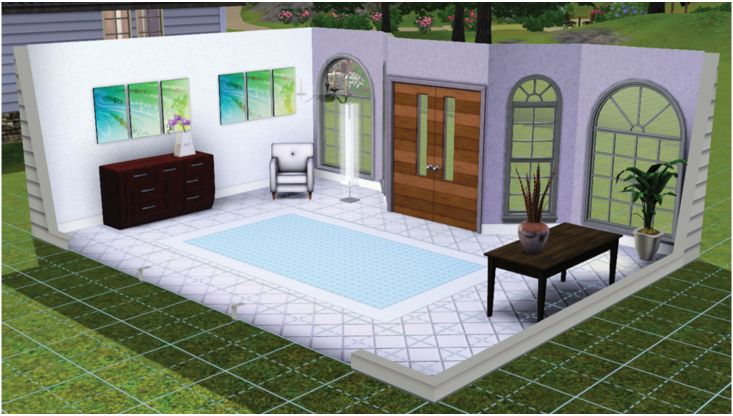
Home Theater



- Price: §7,914

Object	Price
36" HiFi Plasmondo TV	3500
Maxoid Game Simulator 2 1/2	750
Swank Living Room Chair	375
Lulu's Artisan End Table	82
Stack o' Mags	7
Tigervine Plant	135
Already Retro CD Display Shelving	120
Obscure Film Poster	160
Lucid Light	95
Bellhooven Maroo Window	170
The Window Protector	400
The Door from Doors and More	80

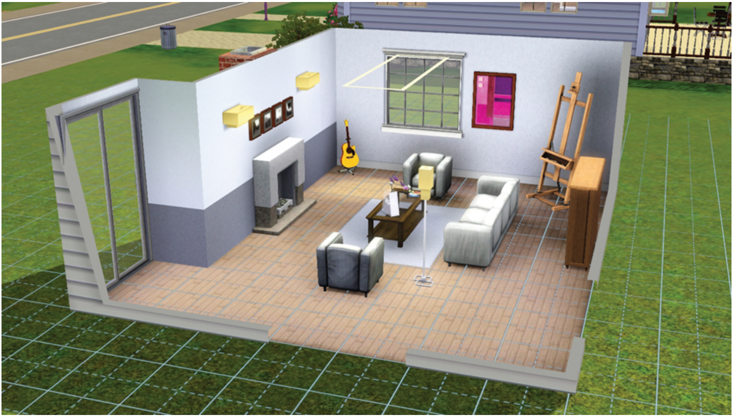
Contemporary Foyer



- Price: §9,514

Object	Price
Drawers of Dismissal Dresser	1085
The Modern Orchid	435
Smooth Jam in Three Parts	1100
The Avant	115
Drawltop Work Surface	285
Tigervine Plant	135
Philodendron	95
Bethany and Miranda	15
The Swinging Light	115
Ye Olde Window	265
Spiral Therapy Door	550
The Perfect Window	225
Double Arch Prototype	110

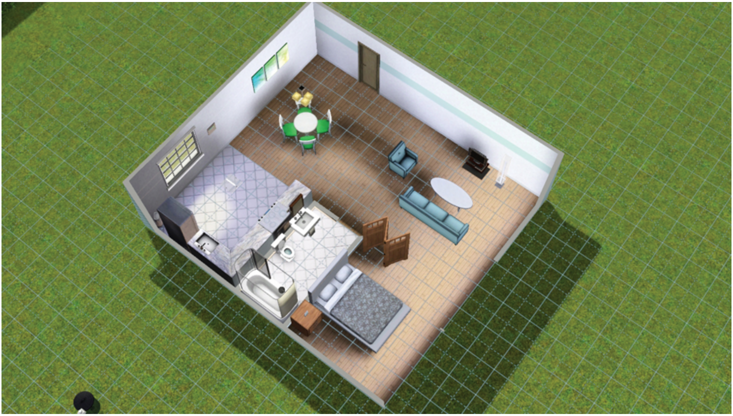
Contemporary Family Room



- Price: §12,225

Object	Price
Catharti-Couch	600
Swank Living Room Chair	375
Isometric Table	707
The Modern Orchid	435
Stack o' Mags	7
Classically Tasteful Literature Shelving	175
Artsy Easel	300
Insouciance No. 12	750
Sonaflux Guitar	600
Sweet Heat Home Warmer	3800
Photo Series: Hipster Edition	440
Photophile Wall Light	150
Double Arch Prototype	110
Surplus Sliding Doors	295

Contemporary Studio



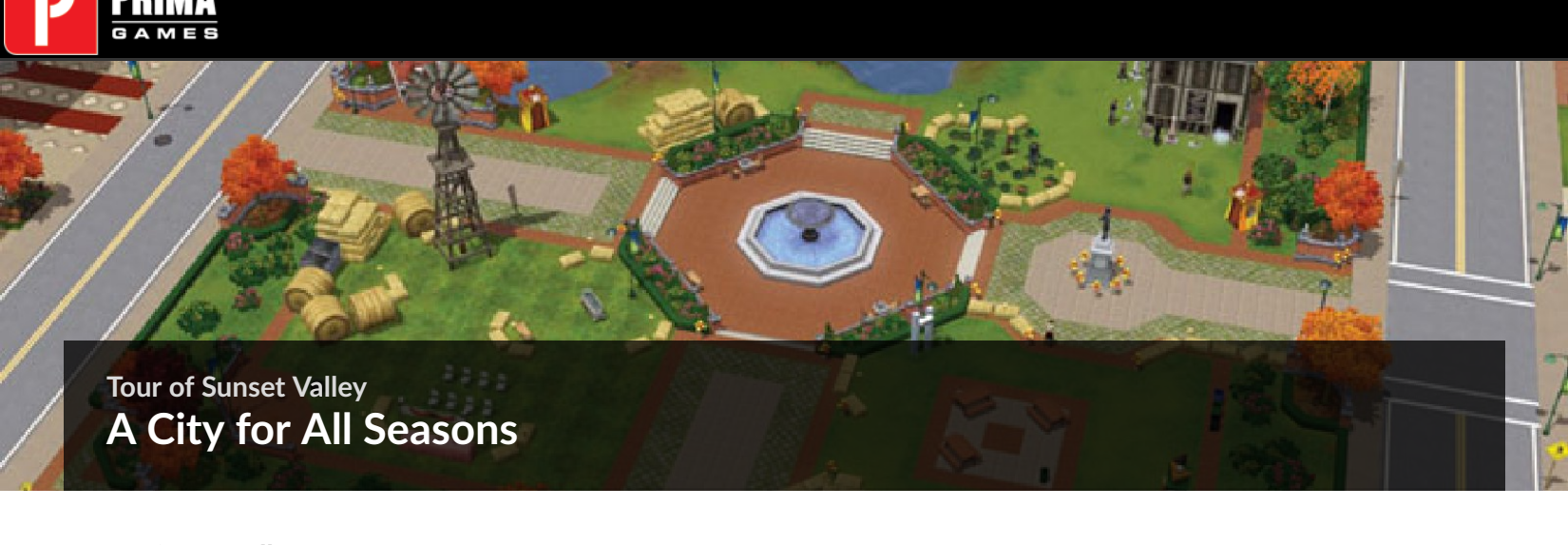
- Price: §21,800

Object	Price
Sofa LE	335
The Avant	115
UberVision Panoramic	1200
Old Timer's Coffee Table	125
Moderne-Torchiere Floor Lamp	385
The Barricade	350
Smooth Jam in Three Parts	1100
Table de Bistro	555
Mount of Comfort Dining Chair	90
The Revita-Lite	350
Chillgood Fridge	375
Real Flat Counter	1115
Volcanor Sulphorous Sink	315
Tri-Forge Stove	1350
Thief-Tech's Gotcha! Burglar Alarm	895
Bellhooven Maroo Window	170
Mirage Garbage	50
Shower of Power	1600
Fontainebleau Fountain Sink	390
Bargain John	250
Mirror of Variance	50
Mission Partition	180
LuxurLove Sleepset	2200
Virtual End Table	315
4258g Alarm Clock	150
Ventana Del Alma	215
Lucid Light	95

In-House Gym

- Price: §23,845

Object	Price
The Exercise Queen	1500
Shut-In Treadmill	900
WallVuu Standard TV	8000
Public Sounds Stereo	0
Looking Glass Supreme	500
Immoderate Water Fountain	2150
Chillgood Fridge	375
Quick Tick Wall Clock	40
Family Time Bar	1930
Sturdy Stool	215
Double Redunda-Doors	570
Back to Basix Double-Wide Window	195


Tour of Sunset Valley

A City for All Seasons

A City for All Seasons

"Before Pleasantview, there was Sunset Valley, founded by the Goth Family and built up by the Landgraabs to be a quiet, peaceful town. But when the Altos arrive with uptown ideals, will the townfolk feel the need to choose sides?"

—Sunset Valley Visitors Guide

Sunset Valley is a pleasant little place to call home, which is why so many families have settled down in its quiet neighborhoods. The streets are lined with Sims who love, laugh, and play. Shops offer goods and services to make life a little better. And the job scene is positively robust, as Sims can land a promotion-packed career just by waltzing through the front door of various locations, such as the stadium or police station.

Of course, this microcosm of life is not without its quirks and intrigue. Not every career track is on the up-and-up. Not every couple sitting around a meal table is all smiles. And the prices at the day spa prove that some economic disparity bubbles under the surface of Sunset Valley.

To be an effective, prosperous citizen of Sunset Valley, you need to know all about the town around you. Learn exactly where you need to go for classes to better your Sims. Know the inventory of the local bookshop so when you need to catch up on your reading, you spend less time browsing and more time developing beneficial life skills. (Or goofing off with a trashy romance novel.)

Brownie Bites

This tour only takes a look at Sunset Valley, the default city that is included in The Sims 3 base game, because there is no new town in Seasons. However, you can absolutely play Seasons content with any of the towns introduced in other expansions such as Late Night or Supernatural, or the downloadable cities available through the Sims Store. Though there are changes in all of the different cities, such as location of collectibles, we'll deal with how spawners work in all of the towns. And many venues and shops are universal, such as the stadium or library, though they have different names and layouts in the various cities.

Note

If you install an expansion that adds unique venues, such as the firehouse in Ambitions, you can always place them in available community lots in Sunset Valley (or any city) and customize it to your liking.

Career Venues

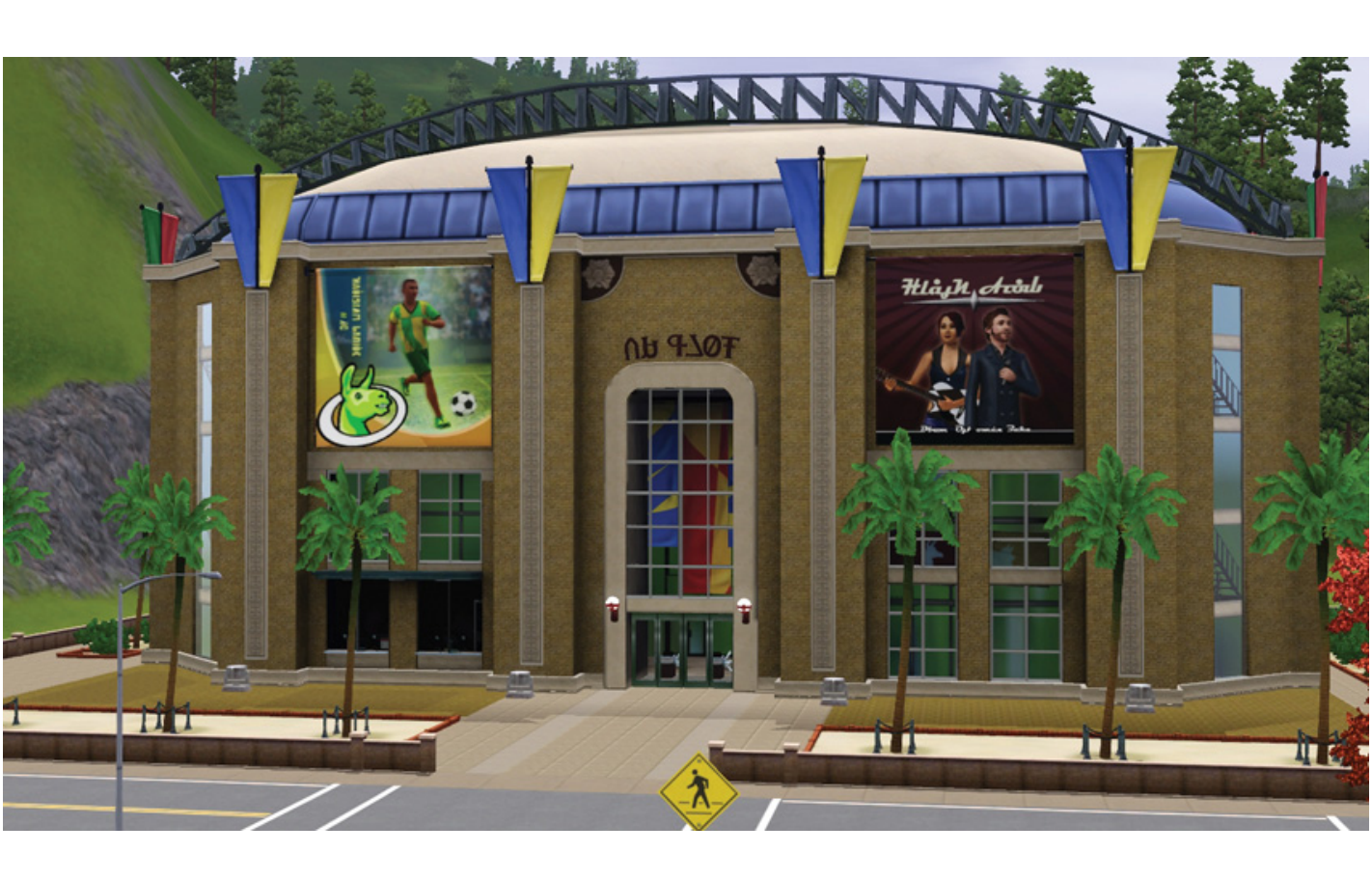
Many Sims appreciate the set work hours and steady pay offered by traditional careers. Working day jobs has the added benefit of leaving the evenings free to take in rather intriguing extracurricular activities. Sims can find a wide range of traditional careers by paying an initial visit to the following establishments or by browsing for jobs in a newspaper or on a computer.

Many of the places you check into to land a career also offer special events or classes. The areas around these facilities are interesting to explore, too, because you can run into new Sims and interact with them as well as find cool objects to collect such as seeds and butterflies. (More on that in a little bit.) In fact, with careers being such an important part of many Sims' lives, there's no better place to start the grand tour of Sunset Valley.

Note

When Opportunities arise, many of these locations will get new interactions specific to the corresponding Opportunity, such as attending an athletic event or donating something to science.

Llama Memorial Stadium



Interactions

- Join Professional Sports Career
- Attend Athletic Class (§400)
- Attend Concert
- Attend Game (§60)

Rah-rah-rah! Go team! The Llama Memorial Stadium is home to Sunset Valley's pro teams and a mecca for sporting fans. It's also an excellent place to go if you want to get in better shape, because this is the only place in Sunset Valley that offers a basic fitness class. Once the first level of the Athletic skill is acquired here (or elsewhere), it can be developed and maintained both at home with exercise equipment or at the 28 Hour Wellness Gym.

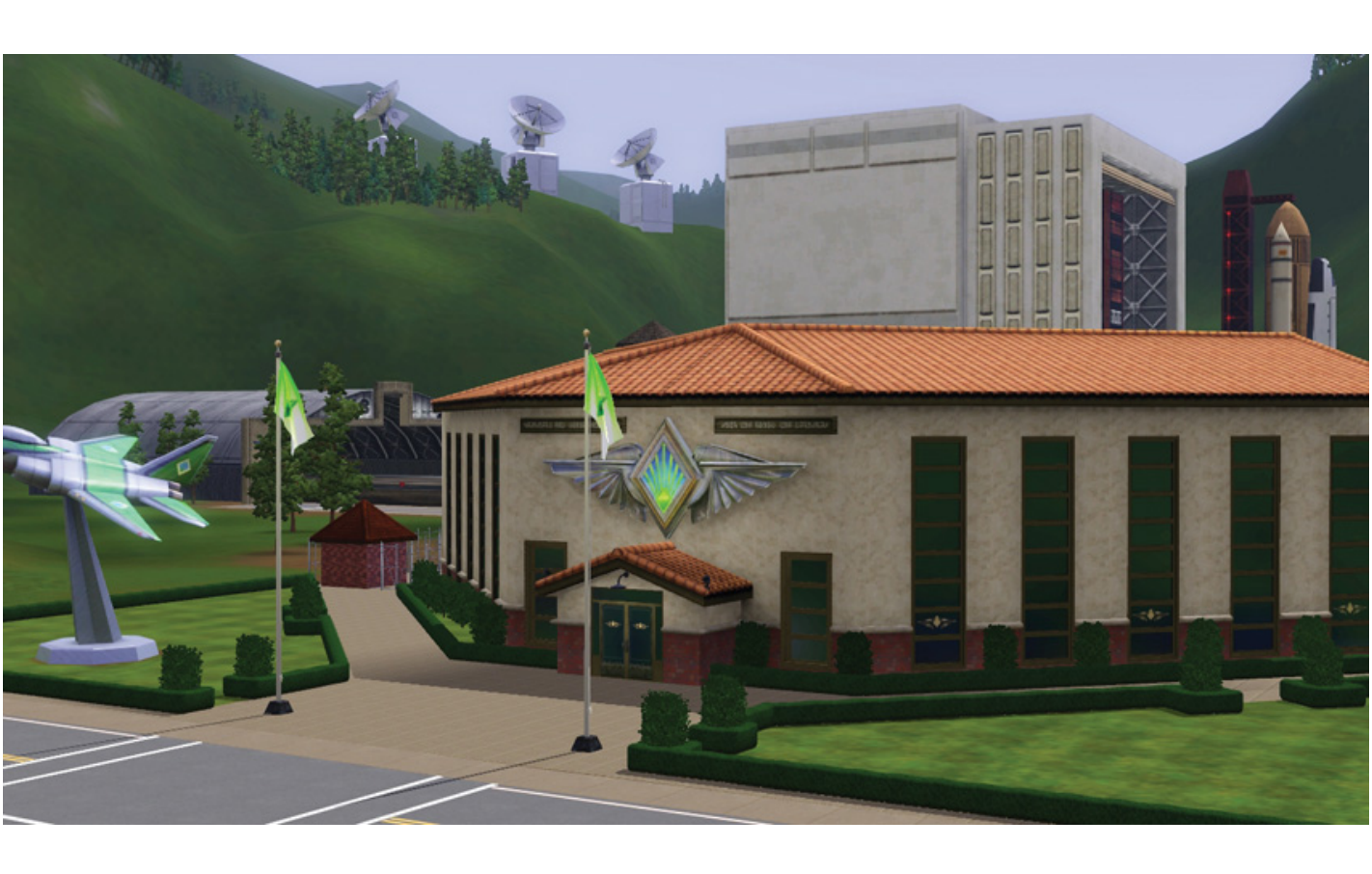
Sims who want to pursue the Professional Sports career report here, too. As they work their way up the ladder, going from a towel holder to a superstar, they report to this coliseum on a near-daily basis. However, the stadium hosts more than the Athletic career.

Professional sporting events also unfold at the stadium, which result in big mood boosts for Sims. Concerts (which are now free!) are another special event at the stadium. Concerts boost mood, especially if the attending Sims like music.

Note

If the Attend Concert and Attend Game options are grayed out, these events aren't currently available. Mouse over these options to see when an upcoming concert or game is scheduled.

Fort Gnome Military Base



Interactions

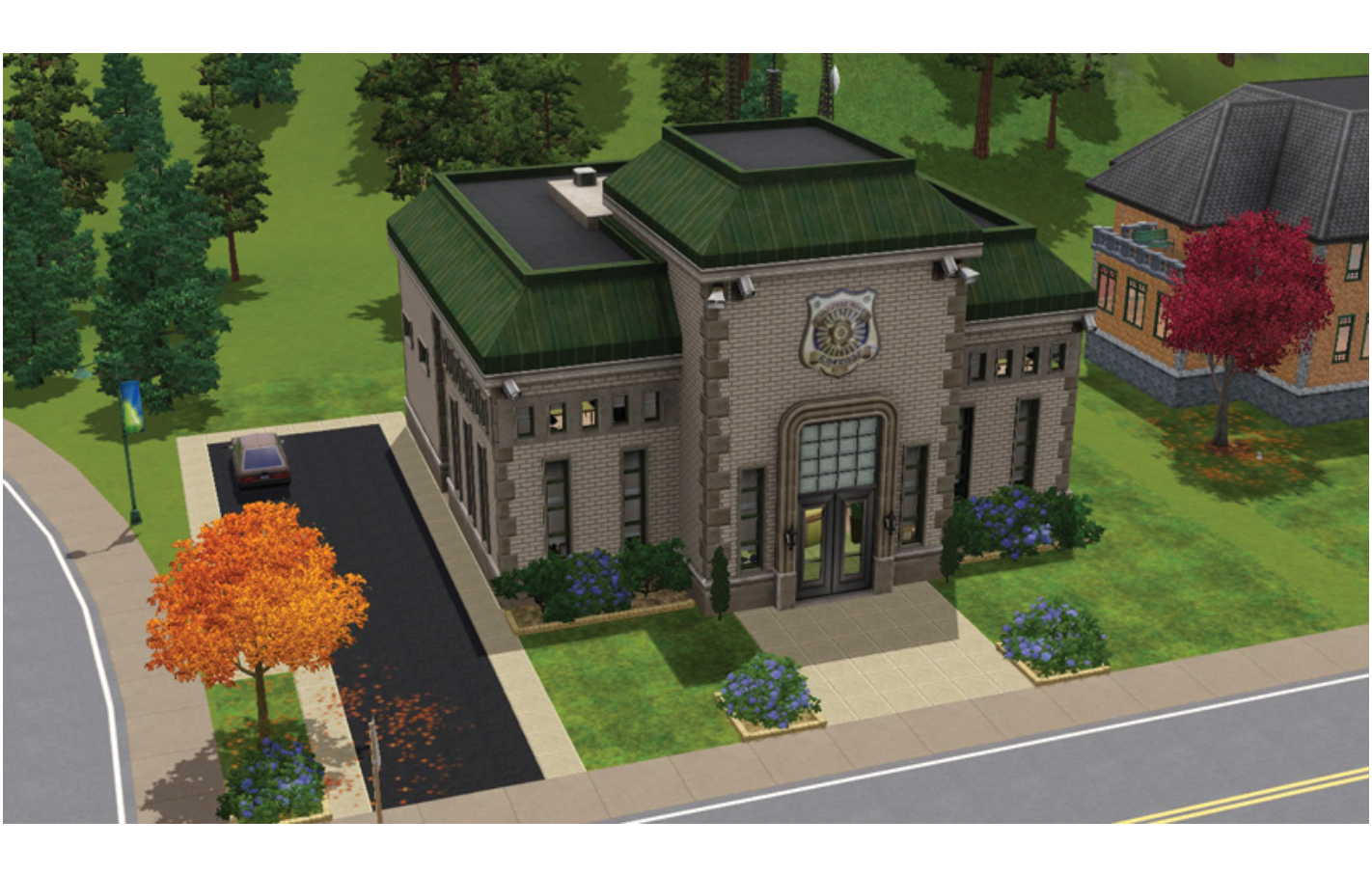
- Join Military Career
- Attend Handiness Class (§400)
- Tour Base

Report for duty at Fort Gnome, Sunset Valley's enormous military base. The main reason for visiting the base is to join the ranks of Sunset Valley's bravest and launch a Military career, but any Sim tired of paying repair technicians to fix appliances that constantly go kaput should also enroll in the Handiness class. For a paltry §400, your Sims will get started in the fine art of tinkering, which can be a real money-saver once the skill has been developed. The military base is more than happy to accept visitors, too. Just sign up for a tour to see Fort Gnome up close. Well, not too close. Parochial security prevents personnel from showing citizens everything on the grounds. Wait, what's in that strange hangar out back? Move along... nothing to see here.

Tip

Attending classes can be a costly (but quick) way to improve your skills. Check the paper every day to find discounted classes.

Police Department



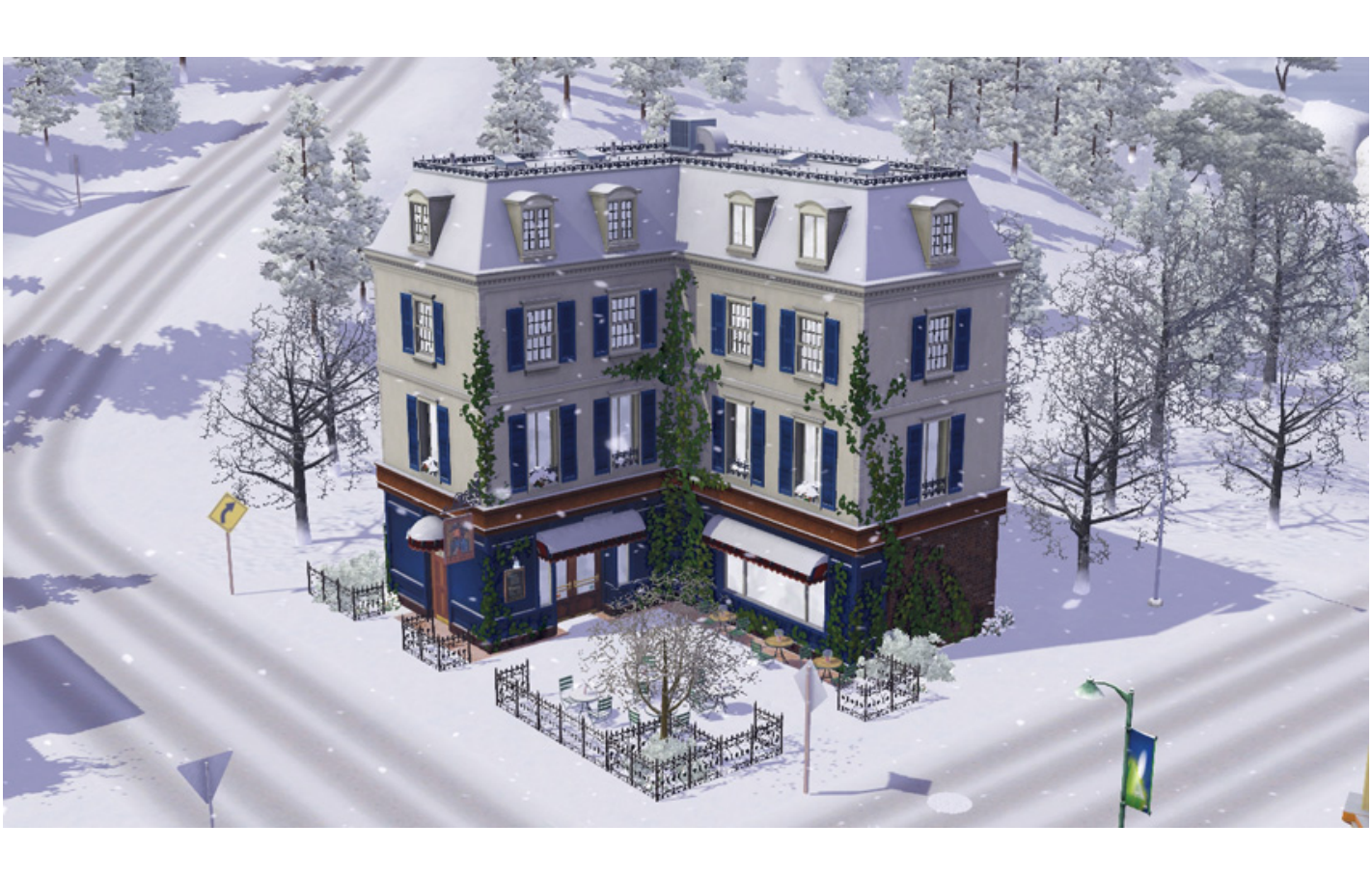
Interactions

- Join Law Enforcement Career

The Police Department isn't much of a tourist-friendly place. In fact, the only thing to do at this venue is join the Law Enforcement career track and then report back if you indeed accept the badge.

However, should you become a law officer in Sunset Valley, there are a couple exciting interactions you can do with another location in town... such as that creepy old warehouse surrounded by trees. It looks like a front for unsavory activities.

Little Corsican Bistro



Interactions

- Join Culinary Career
- Attend Cooking Class (§400)
- Attend Mixology Class (§400)—Late Night required
- Eat Here (prices vary)
- Get Drinks (prices vary)
- Eat Outside (prices vary)

The Little Corsican Bistro is one of two eateries in Sunset Valley where Culinary careers can be launched. If your Sim has the gift of cooking, then this is a great place to make a living. But even if you don't saunter through the front doors with a Natural Cook trait to your resume, the Cooking classes here are sure to help develop this skill.

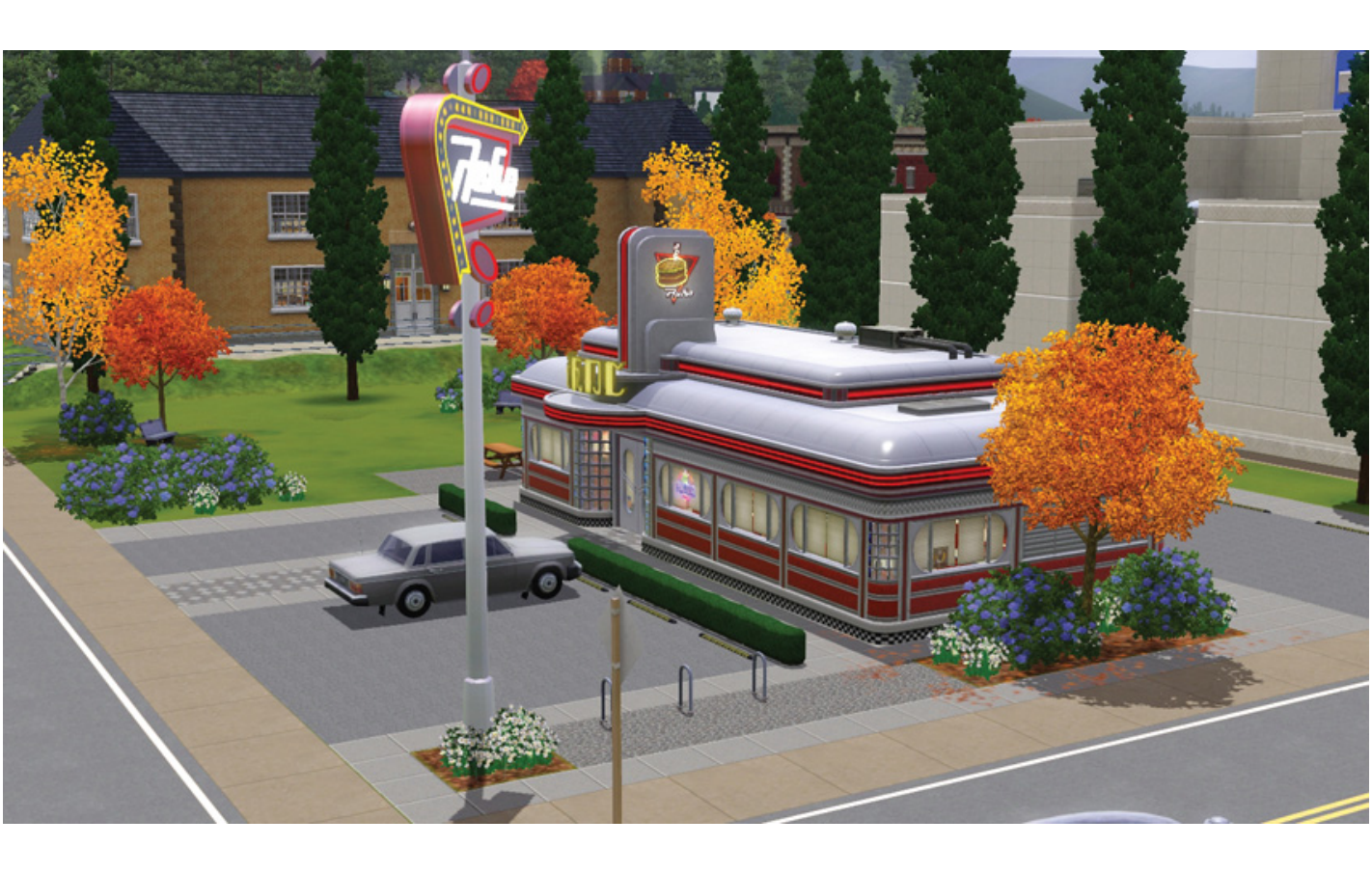
Note

You automatically change into your formal wear if you choose to wine and/or dine at the Little Corsican Bistro.

Tip

When you dine here, stay for dessert to get a big mood boost!

Hogan's Deep-Fried Diner



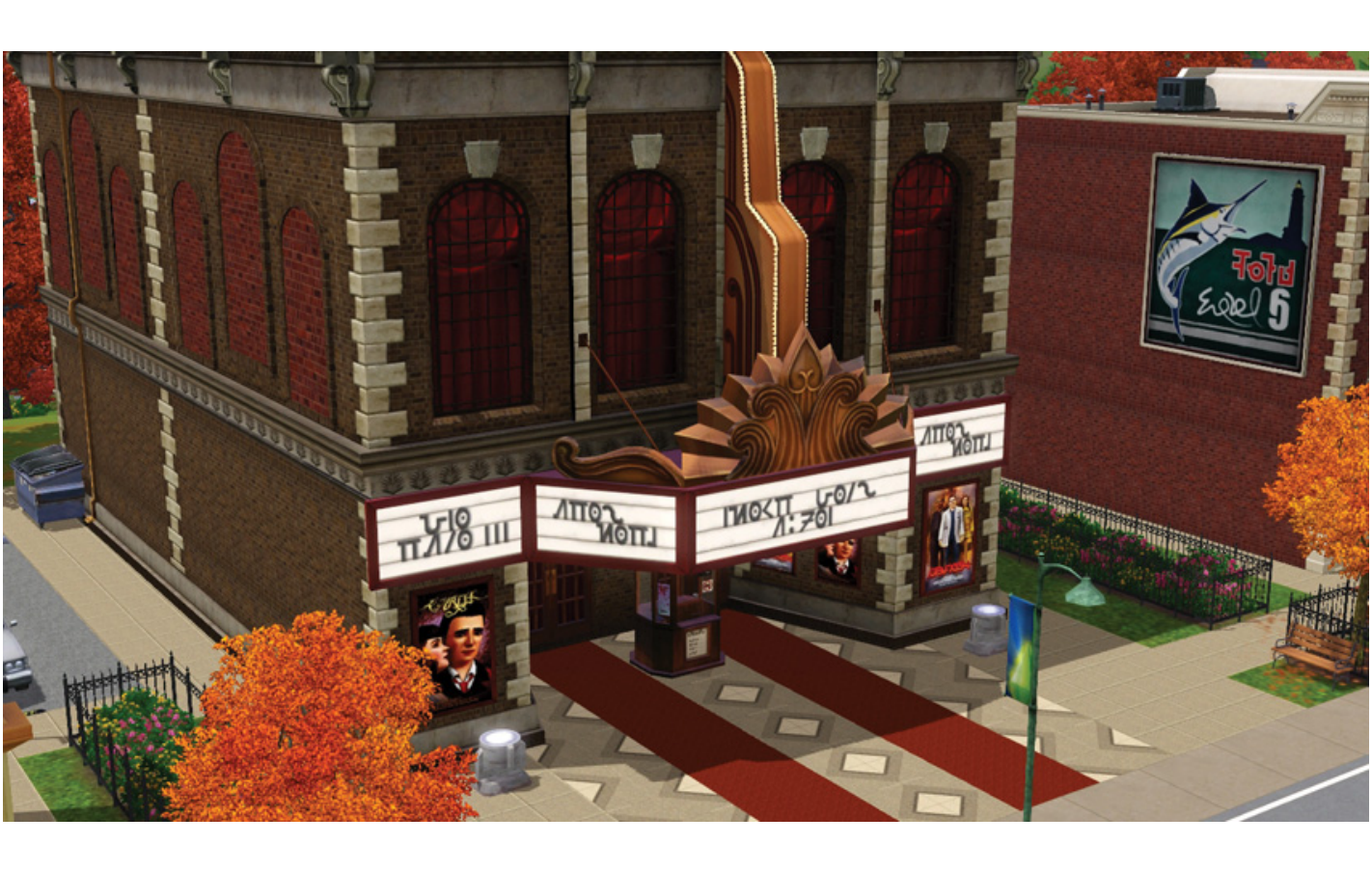
Interactions

- Join Culinary Career
- Attend Cooking Class (§400)
- Attend Mixology Class (§400)—Late Night required
- Eat Here (prices vary)
- Get Drinks (prices vary)

Hogan's Deep-Fried Diner is another place to build a career or take a Cooking class. It's a bit less swank than the bistro, but the Cooking classes here are by no means inferior. Either one will get novice cooks started on the lengthy (but satisfying!) Cooking skill development process.

The diner is a great destination because it's much more affordable than the bistro. But don't think the simple pleasures of a down-home meal at this low-key cafe won't give your Sims a great mood boost. Eating out or having drinks in general make Sims happy. It's a fun place to eat and worth stopping into from time to time, even if your Cooking skill is well developed and you can make extraordinary dishes at home.

Wilsonoff Community Theater



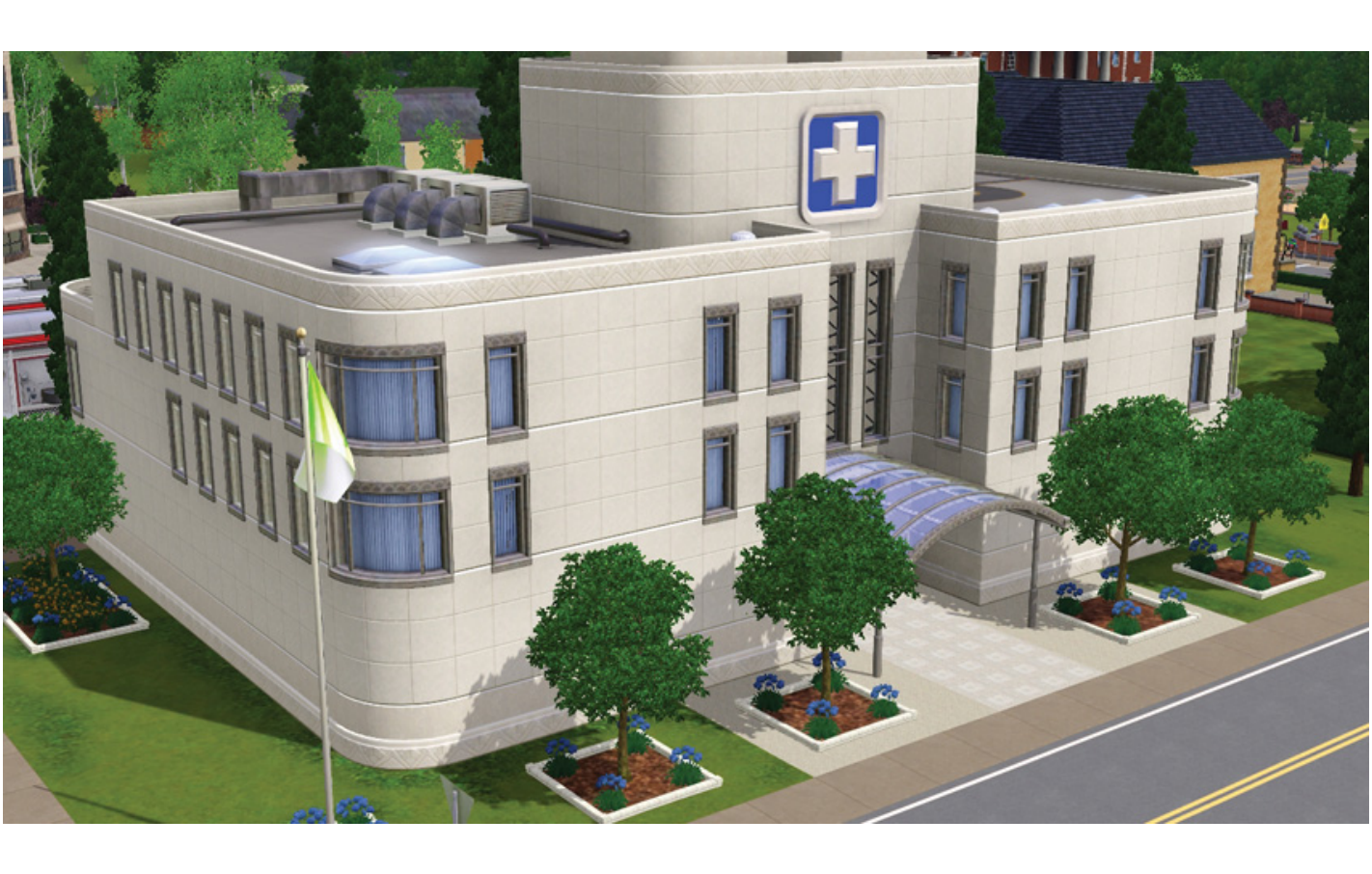
Interactions

- Join Music Career
- Attend Guitar Class (§400)
- Attend Movie (§30)
- Tour Theater
- Attend Guitar Class (§400)—Late Night required
- Attend Piano Class (§400)—Late Night required
- Attend Bass Class (§400)—Late Night required
- Attend Drums Class (§400)—Late Night required

The Community Theater is the destination for Sims with a penchant for music. Whether it is to launch a Music career that will eventually take you to super-stardom or just a place to start noodling around on the five-string, the theater is definitely one of the first places the musically-minded should stop at in Sunset Valley.

You can also take in a film at the Community Theater and enjoy a great entertainment boost that lasts for hours. This is a relatively inexpensive way to get a mood boost, which can prove beneficial for performance at work the following day. Movies are shown every day starting at 12 PM, making it a great place to start a date.

Sacred Spleen Memorial Hospital



Interactions

- Join Medical Career
- Get Plastic Surgery
- Plastic Surgery > Cheap Facial Beautification (§950)—Pets required
- Plastic Surgery > Cheap Body Modification (§1,100)—Pets required
- Plastic Surgery > Expensive Facial Beautification (§2,800)—Pets required
- Plastic Surgery > Expensive Body Modification (§3,250)—Pets required

Prospective doctors and surgeons can join the Medical career at the hospital. The hospital staff is way too busy healing patients to offer tours or classes. Young doctors working their way up the Medical career will spend a lot of time at this venue working with patients, issuing vaccinations, and helping out at free clinics.

Tip

If you have the Ambitions expansion pack installed, you can also explore the enhanced Medical career that offers a hands-on approach to treating sick Sims around town.

Plastic Surgery

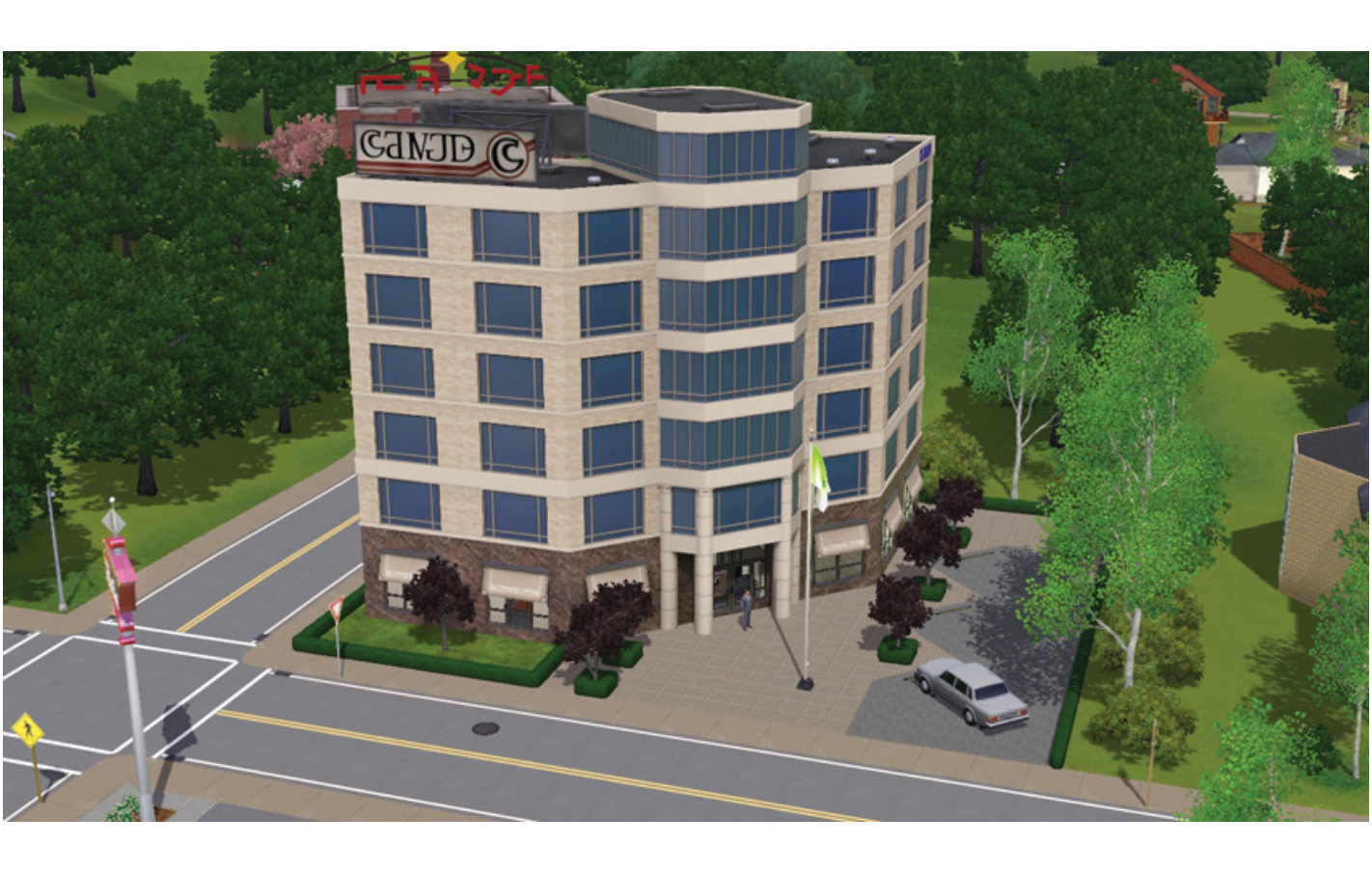
Plastic Surgery was introduced with the Pets expansion pack. If you have that expansion, and want to change an aspect of your Sim's face or body, you can go to the hospital and have plastic surgery. Once you choose an option, you head to the hospital and have the surgery. If the surgery goes well, you're taken into Create a Sim and allowed to make your choice of changes.

However, success is not assured. Sometimes things go horribly wrong and you step back outside looking... different. Your Sim then gets the Embarrassed moodlet. Re-enter the hospital for a fix. Corrective Face Surgery, a new interaction on the hospital, costs §2,050. This selection puts all features back to where they were prior to the procedure.

Brownie Bites

Just like the real world, going under the cosmetic knife is not without risk. Cheap plastic surgeries are more likely to go awry, particularly if your Sim has either the Loser or Unlucky traits, (Conversely, the Lucky trait makes the plastic surgery more likely to succeed.) So, bear this mind should to decide to check into the hospital for some upkeep on your Sim's face or body. And do yourself a big favor: save your game before getting a procedure. It's much easier and cheaper to reload a saved game than paying to repair a botched plastic surgery!

Doo Peas Corporate Towers



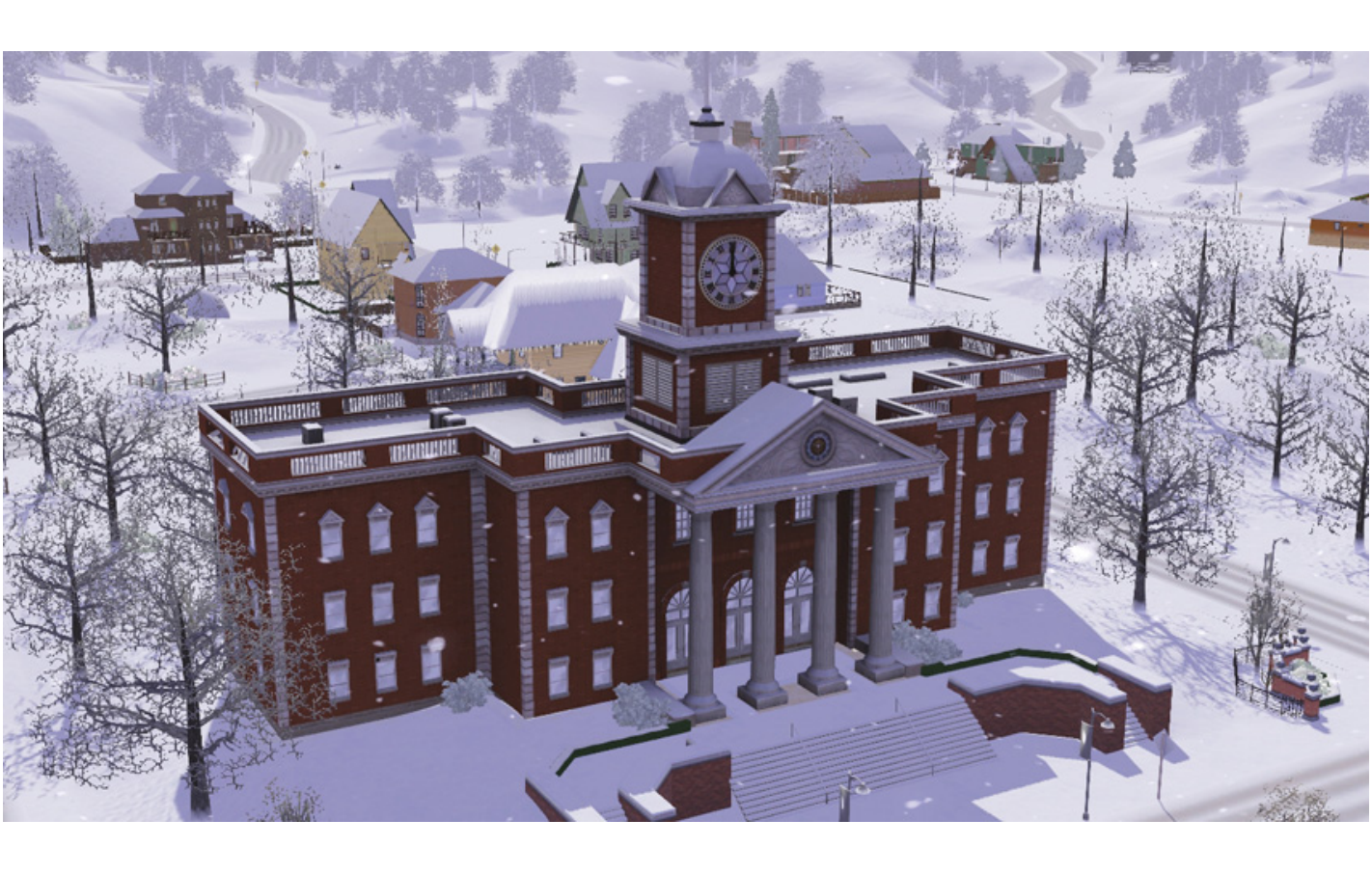
Interactions

- Join Business Career
- Join Journalism Career
- Attend Writing Class (§400)

The Doo Peas Corporate Towers are where two careers can be launched: Business and Journalism. While it seems like those two careers might be at odds with each, today's multinational communication mega-corporations have fused these two professions closer than ever. Whether you want to be a boardroom titan or a star news anchor one day, step through the lobby doors at some point to start a fresh career.

The venue also hosts the classroom for the Writing skill. If you want to speedily start developing the trait, pay the fee to enroll. Once the skill development process is under way, use a computer at home or at the library to advance the talent and work on what could (hopefully) be some very profitable novels.

City Hall



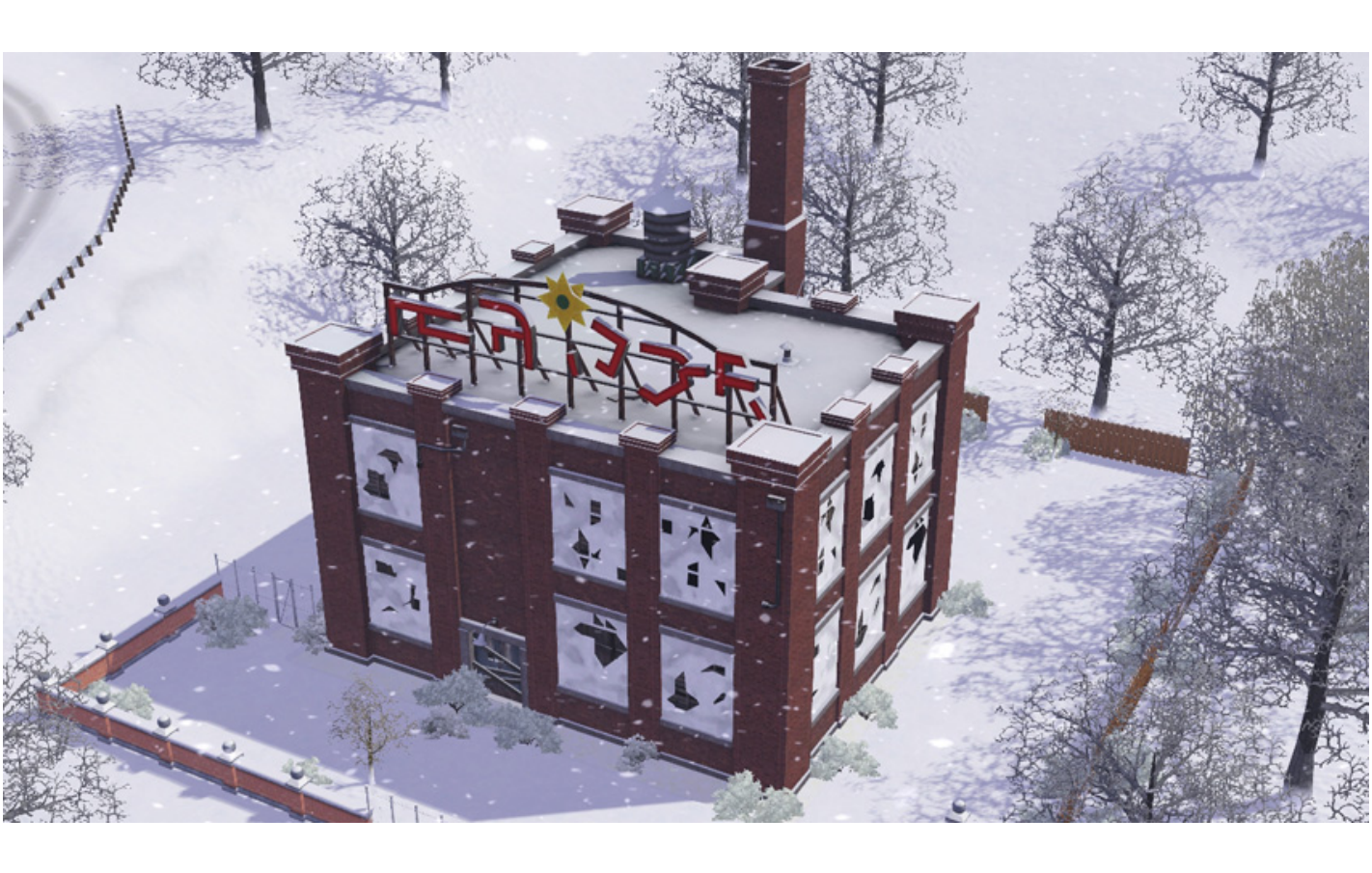
Interactions

- Join Political Career
- Attend Charisma Class (§400)
- Tour City Hall

It's not surprising that the place politicians come to be heard to is the same place that teaches a course on Charisma, an invaluable commodity in politics. Here, Sims can learn the finer nuances of smooth talking, which unlocks new, powerful socials capable of improving relationship-building, including the extremely useful Smooth Recovery social for conversations that are of the edge of being deep-sixed by a big-mouth or talky-time faux pas.

Sims can also tour City Hall, which is interesting to Sims who have shown an aptitude for charisma or politics. Watch those bubbles in conversations so you know when you're dealing with somebody who fancies this sort of thing.

Outstanding Citizen Warehouse Corp.



Interactions

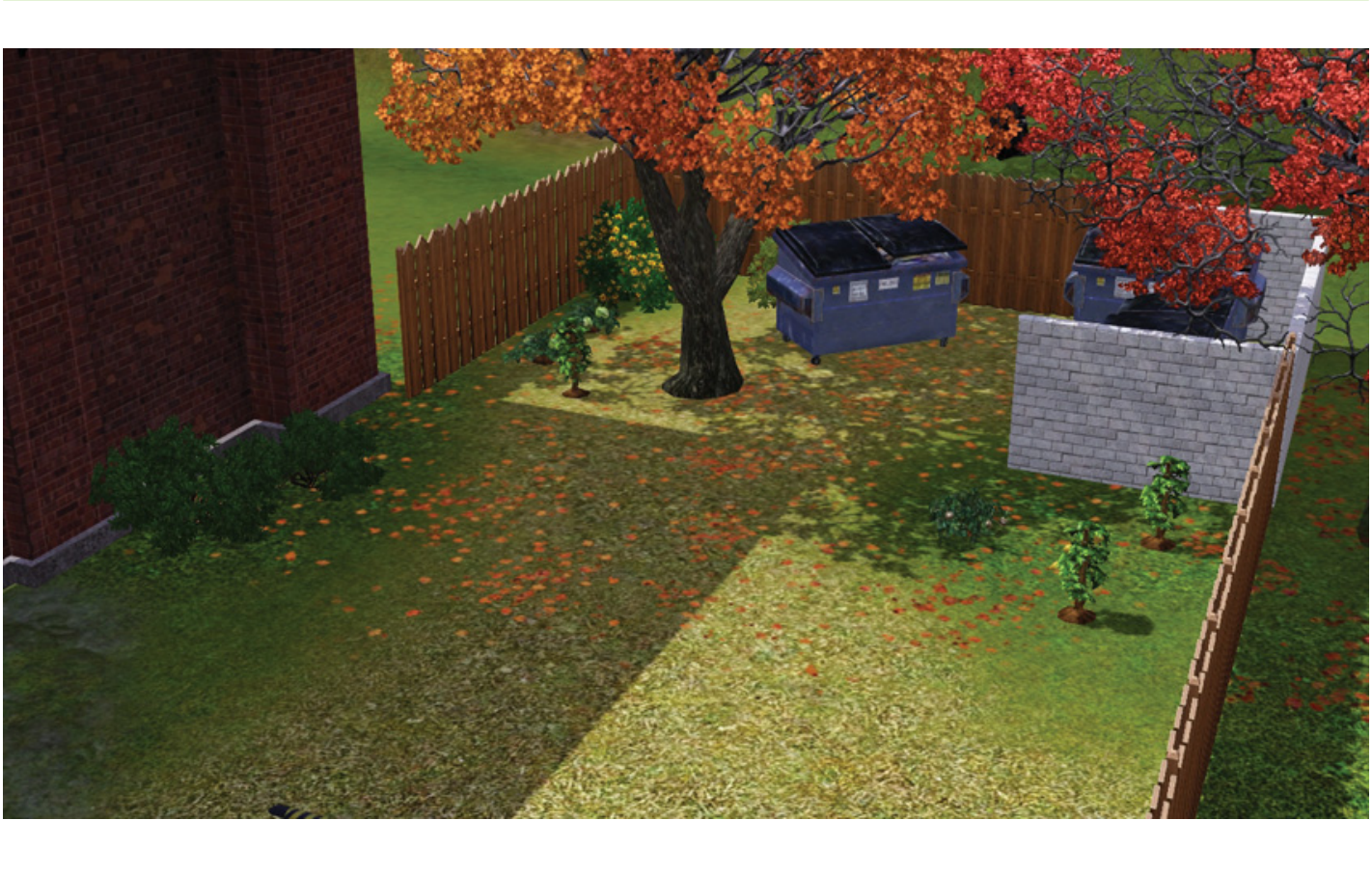
- Join Criminal Career
- Raid Warehouse (Special Agents only)

There is nothing suspicious about this warehouse. It's only tucked in the midst of a copse of trees, and slivers of light can be seen between its boarded-up windows at night. And a name like Outstanding Citizen Warehouse? Why, that's just good advertising! (Actually, it's not. The crime boss in charge of working the criminal element of Sunset Valley just has a dry sense of humor and an appreciation for forced irony.) Sims who want to work the shadier side of the street apply here for their marching orders.

The warehouse is not the only career stop for criminals, though. Sims in the Law Enforcement career also pay visits to the warehouse while hoping to shine a light on the city's seedy underbelly.

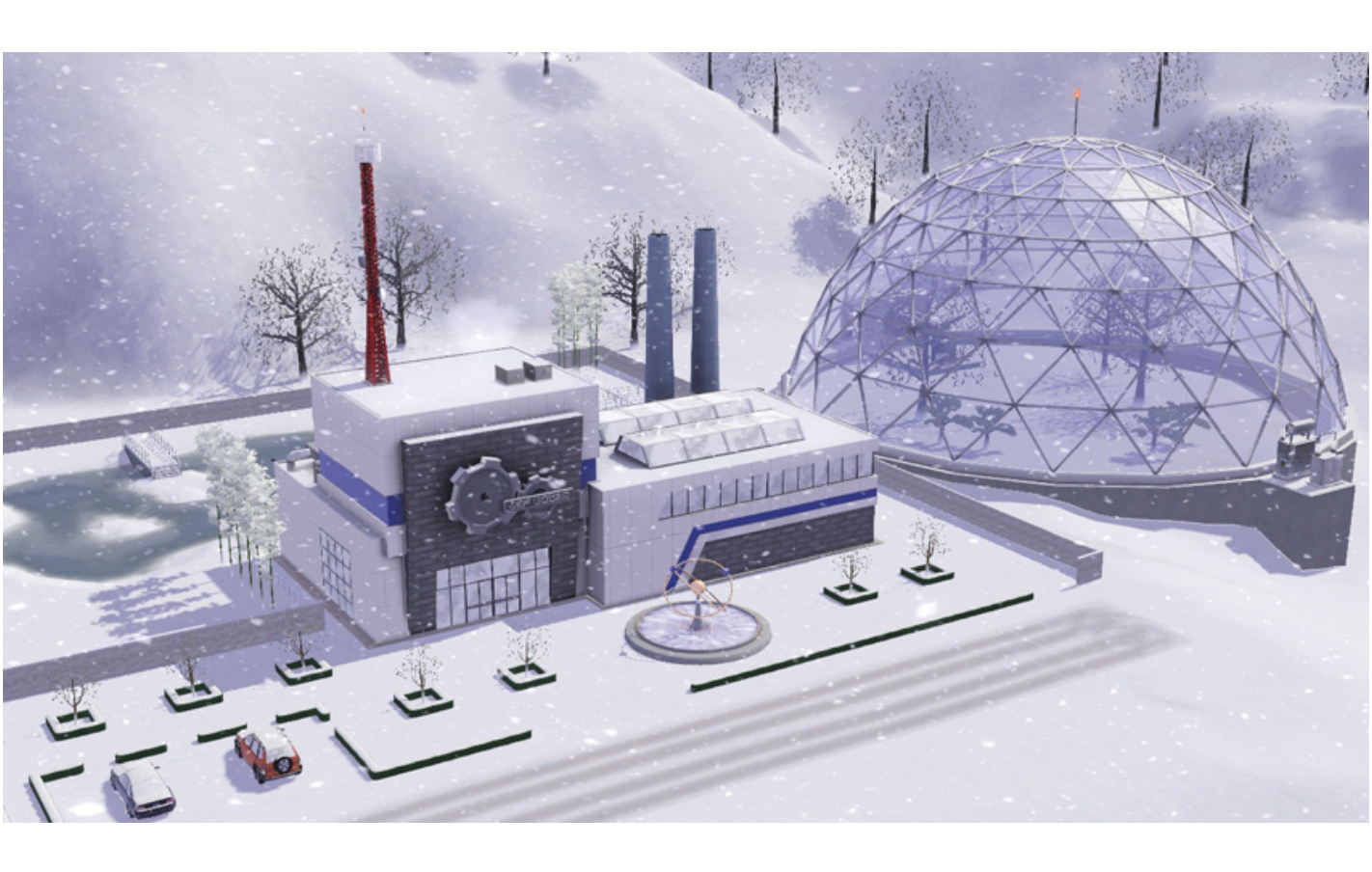
Tip

Once a Sim initiates a life of crime, burglars no longer threaten his or her house.



The yard behind the warehouse is home to a number of bugs and harvestable plants.

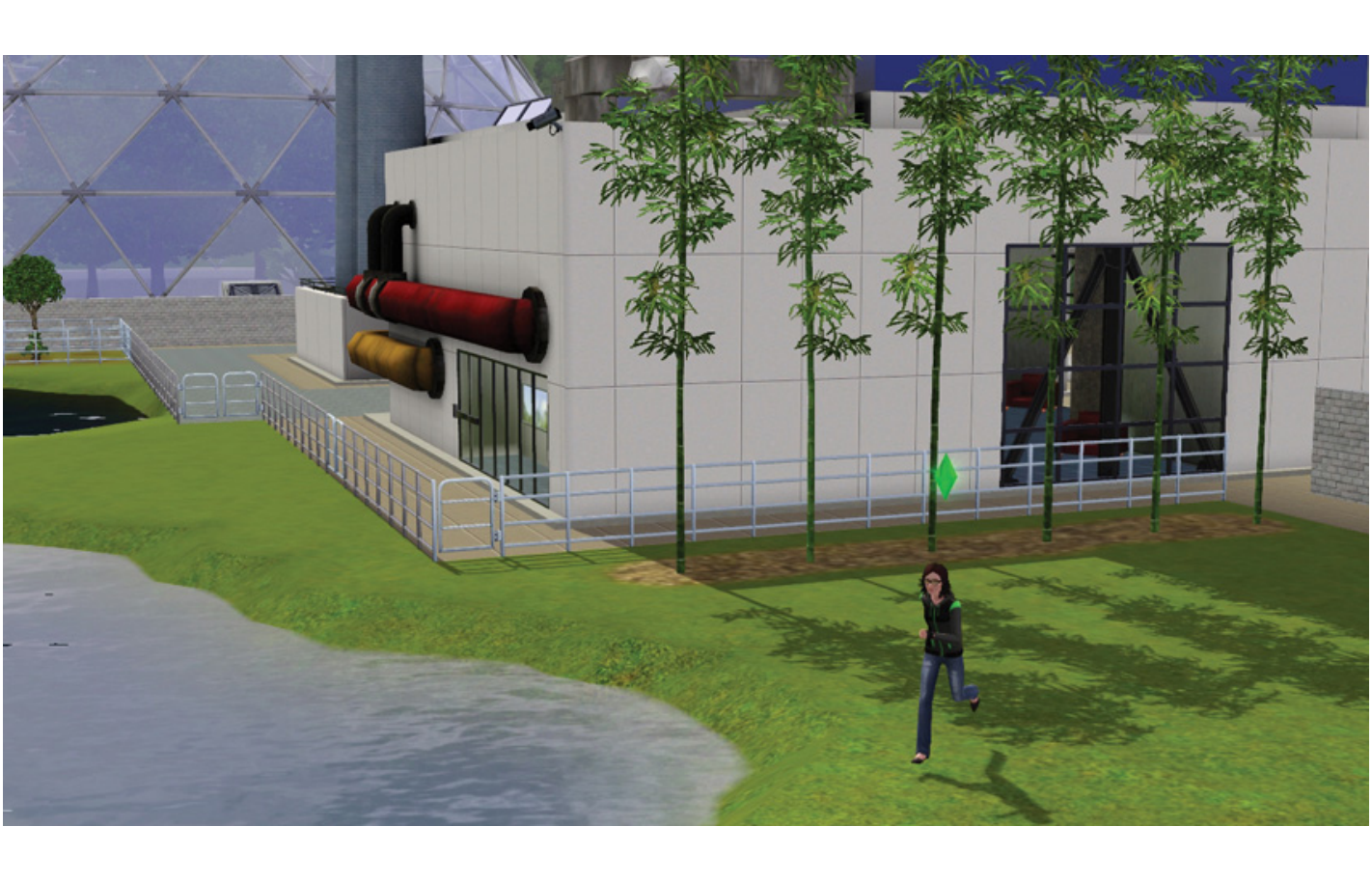
Landgraab Industries Science Facility



Interactions

- Join Science Career
- Attend Gardening Class (§400)
- Attend Logic Class (§320)
- Tour Science Lab
- Donate Insects to Science
- Join Alien Test Subject Career

High on the hills overlooking Sunset Valley, scientists spend day and night toiling over the building blocks of the universe, hoping to unlocks the secrets that fill the gaps between that which is known and that which we cannot answer. Or it's just a bunch of goofballs turning screwdrivers in things to look busy while planning their costumes for the next con.



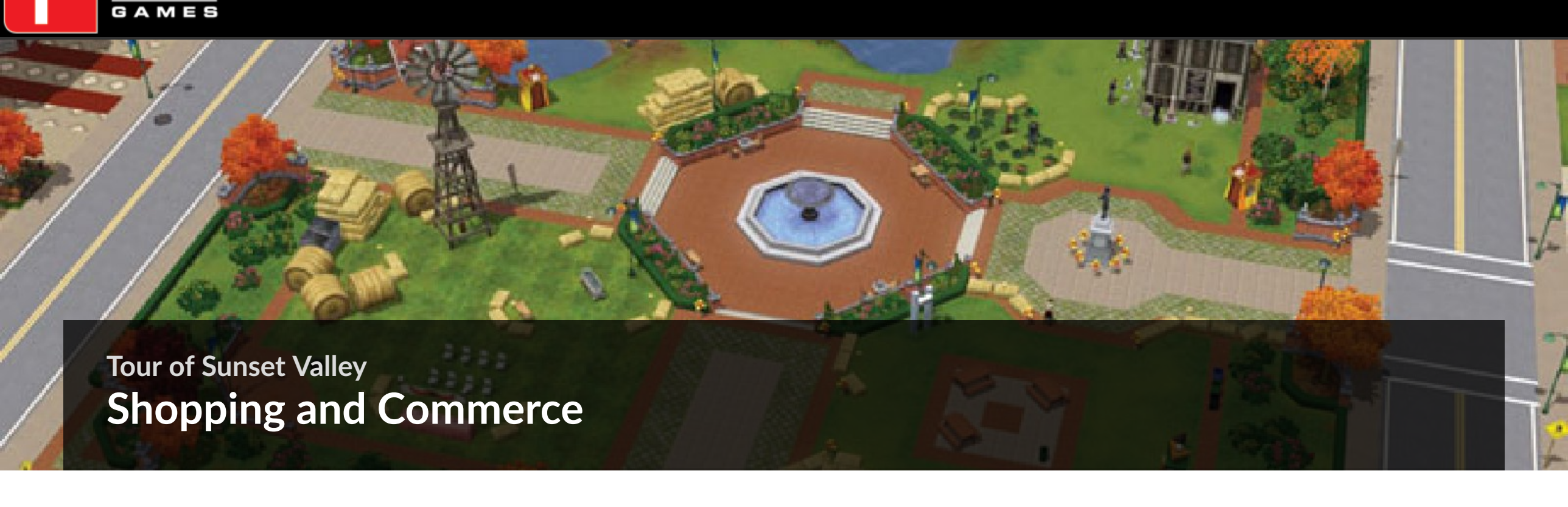
Either way, Sims with a set of brains should head up to the gleaming dome on the hill to enroll in the Science career. As for Sims with a green thumb, well, head up that same hill, too. This is where you take the Gardening class that acquaints you with the basics of planting and growing seeds into harvestables. Sims who want to expand their horizons should check out the Logic class, which starts another skill track that can lead to chess victories and celestial spotting via the telescope.

Caution

Sims can also tour the science lab, but unless they already have at least a slight interest in the sciences, they may be bored by the excursion.

Finally, if Sims have started collecting insects around Sunset Valley, they can bring them up to the Landgraab Industries Science Facility to donate them to science. And by donate, we mean collect a nice little purse of Simoleons for turning in some rare bugs.

If you have a playable alien in your household, be sure to check out the science facility to join the all-new Alien Test Subject part-time career. We go over this entire new career in the Alien chapter of this guide, as well as touch on it in the New Career and Skills chapter.



Tour of Sunset Valley

Shopping and Commerce

Shopping and Commerce

Sunset Valley's economic ecosystem requires places to spend hard-earned Simoleons. In addition to the restaurants in the previous section, there are three places to trade money for goods and services. Spending Simoleons at these locations not only helps with skills and needs, but also with inspiring moodlets that boost overall mood and keep those Lifetime Happiness points rolling in on a regular basis.

Divisadero Budget Books

Interactions

- Shop for Books (prices vary)
- Get Part-Time Job

Divisadero's Budget Books should be a regular stop for all Sims, not just bookworms. This bookstore sells a variety of books that fulfill a number of goals and provide great degrees of pleasure. The bookstore contains skill developing manuals that help with the growth of Cooking, Logic, Fishing, and other talents. The shop also sells recipes that expand the repertoire of cooking Sims, sheet music for Sims who love to play the guitar, and more.

The bookstore also sells more than just volumes for edifying the masses. Novels provide the means to unwind after a stressful day at work. Numerous genres are represented, from romance and drama. And kids also benefit from the supply of children's books on hand.

Teenagers in school and Sims with pursuits that aren't exactly compatible with a full-time job can also seek a part-time gig at Divisdero. For just a few hours a day, Sims can pull in some cash to keep the fridge stocked with food and books and the shelf.

Note

If one of your Sims has a career as a celebrated novelist, you may see his or her books showing up on the shelves here at Divisadero.

Bookstore Inventory - General

Title	Genre	Price
Point Farmer	Autobiography	§25
The Warlock of Palladia	Fantasy	§35
Where's Bella?	Children's	§40
The Adventues of Raymundo	Children's	§50
Murder in Pleasantview	Mystery	§65
A Magnetic Attraction	Trashy	§80
Commitment Issues	Drama	§130
Stragedy and Other Messterpieces	Humor	§135
Zombies? Zombies!	Sci-Fi	§180
Totally Preggers: An Expectant Mother's Tale	Non-Fiction	§200
Abstract with Turkey	Fiction	§210
Unicorns for Audrey	Fantasy	§210
Exit at Powell	Satire	§230
Gpod	Sci-Fi	§250
Baby Incoming: Preparing with Vigilance	Non-Fiction	§300
The Economy	Political Memoir	§310
How to Spin Plates	Non-Fiction	§360
Game of Thorns	Mystery	§405
The Crumplebottom Legacy	Historical	§480
I'm Still Cool	Humor	§535
Thunking	Fiction	§580
Llama Rights	Historical	§610
Special Snowflake	Romance	§705
On the Margins	Satire	§780
The Point of Pointilism	Non-Fiction	§875
No Expecting Much	Vaudeville	§940
The Noble History of Socks	Biography	§1,000

Bookstore Inventory - Childhood Development

Title	Price
Jimmy Sprocket and the Squishy Stone	§50
Bluish Eggswith a Side of Pastrami	§50
Counting for Those Who Cannot	§50
Finger Painting 101	§50
Handprints of the Masters	§125
Jimmy Sprocket and the Chalice of Lichens	§125
Squares Are Not Triangles	§125
Frank I'm Not	§125
Oh the Destinations You'll Briefly Visit	§210
Don't Stay Within the Lines	§210
Jimmy Sprocket and the Escape from "Fun" Land	§210
Being Smart for Fun and Profit	§210

Bookstore Inventory - Fishing

Title	Level Required	Price
The Wee Swimmers: Reeling Anchovy and Minnow	1	§100
The Whiskered Deep: Catfish and You	1	§200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	3	§300
All That Glitters Is Goldfish	4	§400
Predators of the Deep: Piranha, Shark, and Swordfish Tips	4	§600
Sushi Swimmers: How to Catch Tuna, Salmon, and Blowfish	4	§700
Heavenly Delicacies: Hooking Angelfish and Lobster	6	§1,000
Binary Fishing and Analog Bait for Robot Fish	6	§1,600
Fishing for the Dead: Deathfish and Vampire Fish on the Line	7	§2,500

Bookstore Inventory - Sheet Music

Item	Level Required	Price
Yes Ma'am, I Do	5	§100
Flamenco Fever	6	§250
A Perfect Moment	7	§425
Improvise Here and Now	8	§600
Dream Escape	9	§1,400

Bookstore Inventory - Skill

Title	Skill	Level Required	Price
Logic Vol. 1: Knights vs. Bishops	Logic	0	§50
Cooking Vol. 1: Too Much Salt!	Cooking	0	§50
Handiness Vol. 1: Unplug It First!	Handiness	0	§50
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	§350
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	§350
Charisma Vol. 2: Talking to Anyone	Charisma	3	§500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	§500
Cooking Vol. 2: Why You Need Baking Soda	Booking	3	§500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	§500
Handiness Vol. 2: Turn Off the Water	Handiness	3	§500
Charisma Vol. 3: Becoming Irresistable	Charisma	6	§750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	§750
Gardening Vol. 3: Gardening to Riches	Gardening	6	§750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	§750
Logic Vol. 3: 3.14159265	Logic	6	§750

Bookstore Inventory Recipes

Recipe Level	Recipe	Value
1	Ratatouille	25
3	Vegetarian Fish and Chips	50
3	Fish and Chip	50
3	Cookies	100
4	Fruit Parfait	200
5	Fried Peanut Butter and Banana Sandwich	250
5	Cheese Tofu Steak	300
5	Cheesesteak	300
6	Cobbler	450
7	Eggs Machiavellian	580
8	Tri-Tip Steak	650
8	Tri-Tip Tofu Steak	650
9	Stuffed Turkey	800
9	Stuffed Tursoykey	800
10	Baked Angel Food Cake	1000
10	Ambrosia	12000

EverFresh Delights Supermarket

Interactions

- Shop for Groceries
- Get Part-Time Job
- Attend Fishing Class (§400)
- Sell Harvestables
- Sell Fish

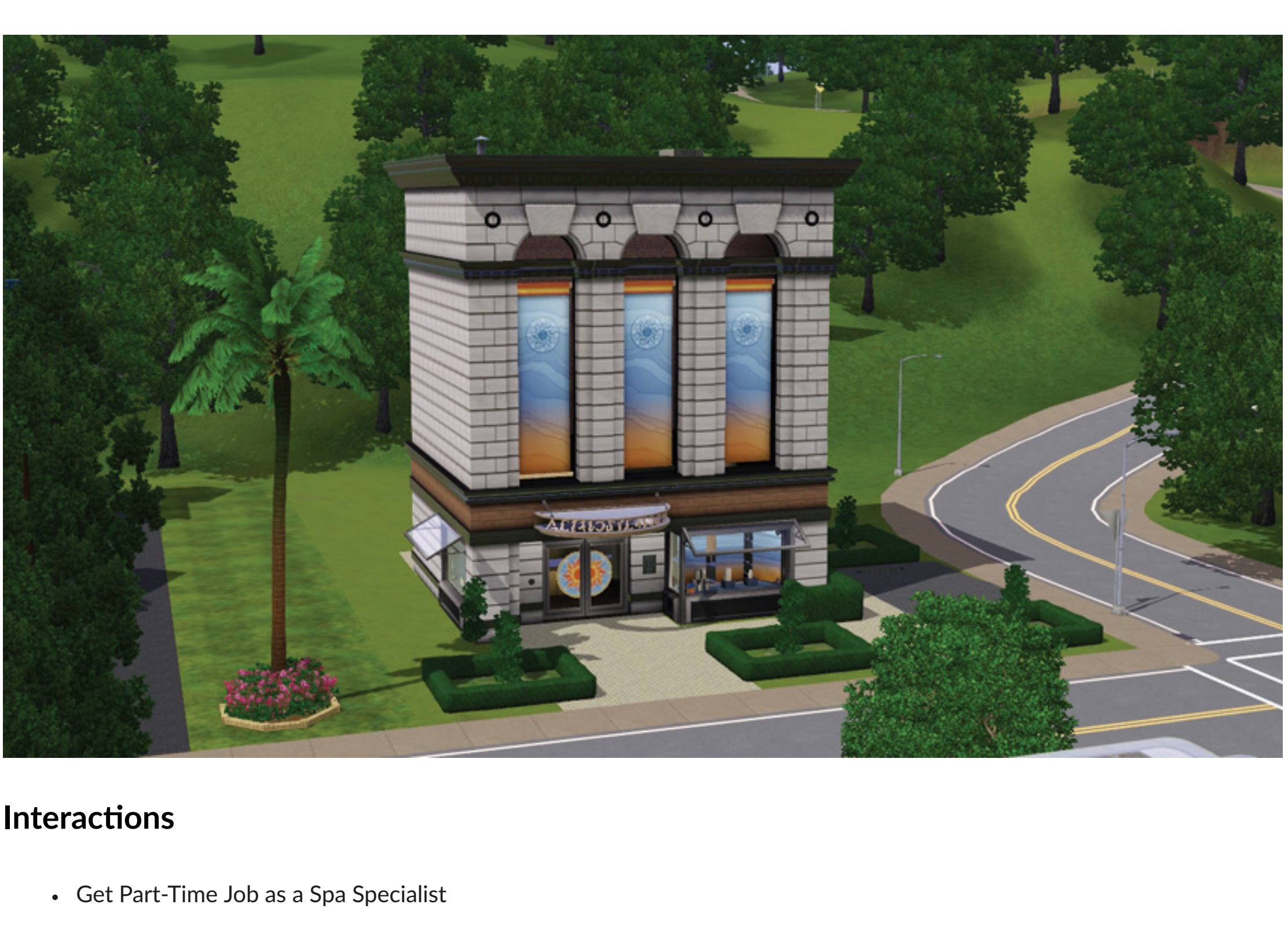
Need to get some produce or meat for recipes? Need to score some particular bait for your next fishing excursion? Then stop in at the EverFresh Delights Supermarket, near the plaza. Here, Sims can shop for groceries and some select housewares (like a rubber duckie that gives you a bath time moodlet boost).

Commerce goes both ways at the grocery store, though. Sims who grow harvestables can sell these at EverFresh for sometimes tidy sums. And Sims who like to put a hook in the water—perhaps after taking the Fishing class here—can also sell their haul to the shopkeeper for cash.

The EverFresh Delights Supermarket is another place Sims can go for a part-time job in the evenings after school. There are no full-time jobs available at this location.

Item	Price
Produce	
Apple	§6
Banana	§11
Bell Pepper	§18
Garlic	§23
Grapes	§6
Lettuce	§5
Onion	§11
Potato	§11
Tomato	§5
Lime	§14
Watermelon	§14
Pumpkin	§14
Fish	
Alley Catfish	§6
Anchovy	§5
Goldfish	§6
Lobster	§25
Rainbow Trout	§9
Salmon	§14
Sea Bat Starfish	§8
Swordfish	§17
Tuna	§11
Meat and Cheese	
Cheese	§8
Egg	§11
Links	§8
Patty	§24
Roast	§30
Steak	§30
Tofu	§7
Home	
Birthday Inferno Birthday Cake	§30
Ducksworth of Bathington	§40
Mood-Lite Candle	§65
World's Brew Bubble Bath	§100

Sharma Day Spa



Interactions

- Get Part-Time Job as a Spa Specialist
- Get Part-Time Job as a Receptionist
- Get Massage: Quick Shiatsu Massage
- (§50)
- Get Massage: Relaxing Swedish Massage
- (§250)
- Get Massage: Deep Tissue (§500)
- Get Facial: Mini-Facial (§50)
- Get Facial: Mud Facial (§200)
- Get Facial: Seaweed Facial (§500)
- Body Treatments: Steam Bath (§250)
- Body Treatments: Salt Scrub (§750)
- Body Treatments: Volcanic Clay Bath
- (§1,500)
- Salon: Manicure (§25)
- Salon: Pedicure (§50)
- Salon: Pedicure/Soak: (§100)
- Packages: Great Escape (§1,00)
- Packages: Relaxing Rendezvous (§3,000)
- Packages: Soothing Salvation (§7,500)
- Get a Spray Tan (§90)

Sims like to be pampered and no place powders 'em up better than the day spa. At this day spa, Sims can come in for a variety of personal treatments, from massage to manicures. Prices for these services range from §50 to §7,500, but you get what you pay for.

Tip

The more expensive the service, the longer the effects last after the Sim leaves. Moodlets from the day spa include benefits like Smooth Skin and Completely At Ease. These moodlets can last for days, too, giving you real bang for your buck.

The day spa offers two different part-time jobs. Sims can grab a few hours a day behind the receptionist's desk or slather healing mud on the well-to-do as a spa specialist. The pay isn't spectacular, but the hours are perfect for Sims with other pursuits.

Tip

Want to buy a Lifetime Reward but are short on Lifetime Happiness points? You can essentially buy them by sending Sims to the day spa and getting treatments that pop their moods into the "bubble" for an extended time.

Tour of Sunset Valley

Community Spots

Community Spots

Sunset Valley provides a number of services at community locations that allow Sims to pursue activities that they perhaps cannot afford at home. Most benefits from these community spots such as the gym and library can be had at home, but visiting these spots gives your Sims access to the same goods and gear without the outlay of cash.

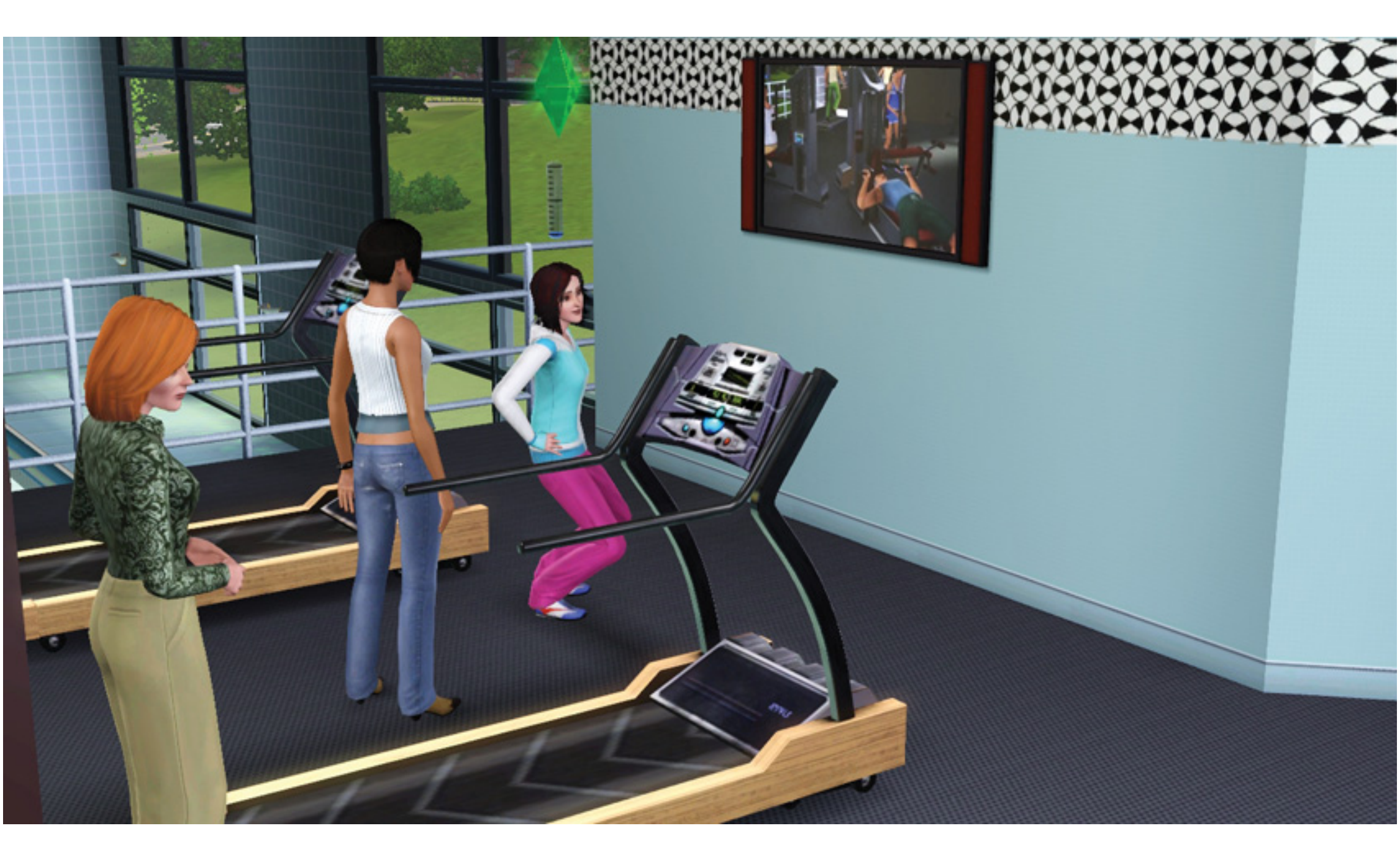
There is another benefit to visiting these community spots, too: meeting Sims. These locations can get pretty busy, giving you ample opportunities to socialize and meet new people. If your Sim thirsts for contact and conversation, then definitely use these spots to play the meet-and-greet game. Perhaps the love of your Sim's life is at this very moment admiring a statue in the museum or crushing it on a weight machine at the gym?

28 Hour Wellness Gym

Interactions

- Swim
- Work Out
- Shower

The 28 Hour Wellness Gym is an excellent place to get in shape. This facility contains several pieces of gym equipment, such as weight machines and treadmills that you can use without paying a single Simoleon. For example, Sims can work on their Athletic skill without dropping §1,500 on a weight machine. There is no limit to how long you can use the machines or how often, and the same goes for the pool downstairs.



The gym is almost always busy. And when you visit the gym, you know what the Sims there are interested in: fitness. When you strike up a conversation, you can usually talk about working up a sweat and find immediate common ground.

Use the pool to continue your workout and have a little fun!

Caution

It's easy to get grungy at the gym, so watch your Hygiene. If you start to smell bad, you'll turn off the Sims around you.

Le Petit Shark Pool Center

Interactions

- Swim

Not every Sim can afford a pool in the backyard, so they can use any of the three public pools in Sunset Valley. One of those three pools is at the 28 Hour Wellness Gym. The other two are Le Petit and Lofty Cerulean.

Family-oriented Sims should take their brood to the Le Petit Shark Pool Center where they can swim and play under the sun to their hearts' content. This huge pool is usually packed with people, making it a good social spot. Single Sims, though, should be warned: most of the other adults at this pool are in relationships with spouses.

Lofty Cerulean Blue Pool

Interactions

- Swim

This pool is more suited for social Sims who are just as interested in being seen as getting wet. The Lofty Cerulean Pool attracts a slightly older crowd, making it a great place to seek out new friends—and partners.

Papyrus Memorial Library

Interactions

- Read
- Play With
- Brush Teeth
- Wash Hands

Reading is a right, not a privilege. However, owning books falls into the latter. If your home library is a little slim, check out the library to read books for free and at your leisure for as long as you like. There are many, many shelves to browse, as well as objects to look at, such as a globe.

Tip

Children will love the play room inside the library, too, which is stocked with toys to goof around with.

Like the gym, the library is usually packed with people. Folks wandering the library are likely into reading, so focus your first socials on reading to establish an easy connection. From there, spin out into other topics. Love has been known to blossom between bookshelves, so perhaps a soul mate will be found among the shelves?

Reading books in the library is a good way to relieve some stress.

Note

The shelves of the library are stocked with plenty of books, but you will not find any recipes or sheet music here. Those must be purchased at the bookstore.

Sunset Institute of Modern Art

Interactions

- View
- Read

The Sunset Institute of Modern Art is the city's cultural center, where Sims go to get in touch with their inner Picasso. At this community spot, Sims can view priceless works of art for absolutely free and get the benefits of basking in their presence. Frazzled Sims find it's a good place for leisure, too. There is not as much to actually do here as the gym or library, but this is another good place to find Sims with similar pursuits.

The Sunset Institute of Modern Art is a great place to meet people.

Caution

Don't send a Sim with the Can't Stand Art trait to the museum. It will just result in a negative moodlet.

Community School for the Gifted

Interactions

- Attend Painting Class (§400)
- Attend School

The Community School for the Gifted is where children go during the day to fill their brains with the knowledge needed to be productive adults. Getting good grades here can lead to a fulfilling adult life. Adults, however, don't have much to do here other than attend a painting class and start their personal art careers.

Cemetery

- Interactions
- Get Part-Time Job
- Mourn
- View
- Tour Mausoleum
- Explore Catacombs

Sims who have gone before are buried at the cemetery. The chief purpose of this community spot is to mourn the dead, but there are plenty of other interactions available among the tombstones and grave markers.

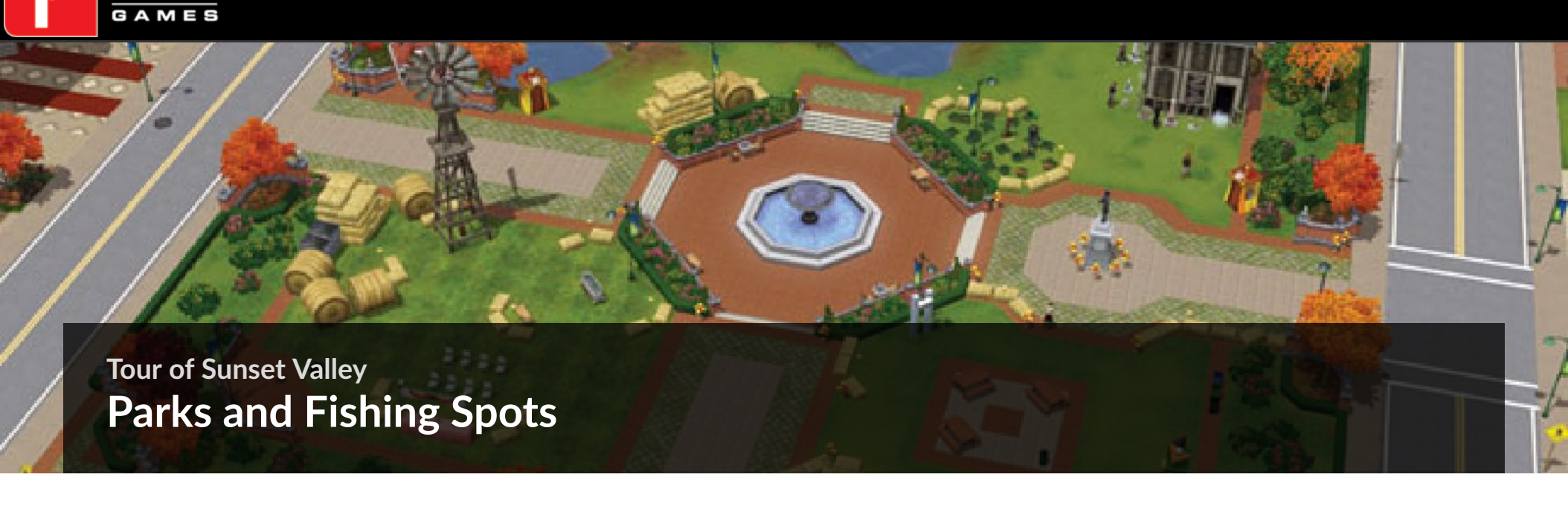
There are statues to admire, such as the grim reaper stationed near the entrance. The cemetery is almost overrun by trees, so an outdoorsy Sim will get great pleasure (read: mood boost) from being around those. The grounds need fairly regular up-keep, so consider taking a part-time job at the cemetery working the lot and keeping things tidy.

The central feature of the cemetery, though, is the mausoleum. This imposing structure houses more of the dead. Touring the mausoleum can be educational for some Sims. The option to explore the catacombs below the graveyard is a source of excitement for Sims made of sterner stuff, too.

Caution

Watch out if you decide to explore the catacombs beneath the cemetery. Sims without the Brave trait risk getting spooked. The Horrified moodlet slashes overall mood for hours.

Check out the cemetery at night and see a host of ghosts!



Tour of Sunset Valley

Parks and Fishing Spots

Parks and Fishing Spots
The founders of Sunset Valley established several parks for residents to enjoy, including a metro park and multiple smaller hideaways, as well as a series of small unnamed parks.

Parks

There are three parks in Sunset Valley. The parks are excellent social grounds for meeting new Sims or hooking up with acquaintances. Parks are nice for just getting outdoors (certain Sims get a charge just by being at a park) and having a pleasant little picnic, but these locations also have special facilities such as chess boards and grills you can use for free.

Central Park

Interactions

- View
- Sit
- Fish
- Practice/Play Chess

Central Park is the main park in downtown Sunset Valley. On any given day, Central Park is positively bustling with life. Sims are everywhere, just enjoying the mild weather by having picnics or sitting by the huge fountain.

In addition to enjoying nature, Sims can also practice or play chess at outdoor sets around the park to help develop the Logic skill. Sims who want to fish can also use the pond at Central Park to try out their lines. This is actually a great beginner's spot to fish, when you are still experimenting with bait and just want to get a nibble or two to satisfy a wish.

Tip

There are also a handful of fruit trees in Central Park. Pick limes and apples from the fruit trees and then plant them on your lot to start your very own orchard.

In Sunset Valley, Central Park is the site of all of the seasonal festivals. Every season, the festival changes not just decorations, but also activities. All four seasonal festivals are detailed extensively in the Seasons chapter.

Maywood Glen

Interactions

- View
- Sit
- Practice/Play Chess

Maywood Glen is a smaller park set closer to the mountains. It lacks a body of water for fishing, but contains many more trees, which really please outdoorsy Sims. Maywood Glen is often busy with picnics and Sims on strolls, making it a good place to socialize. Like Central Park, there are chess sets for practice and play—great for building up the Logic skill without having to invest in a set for the house.

Old Pier Beach

Interactions

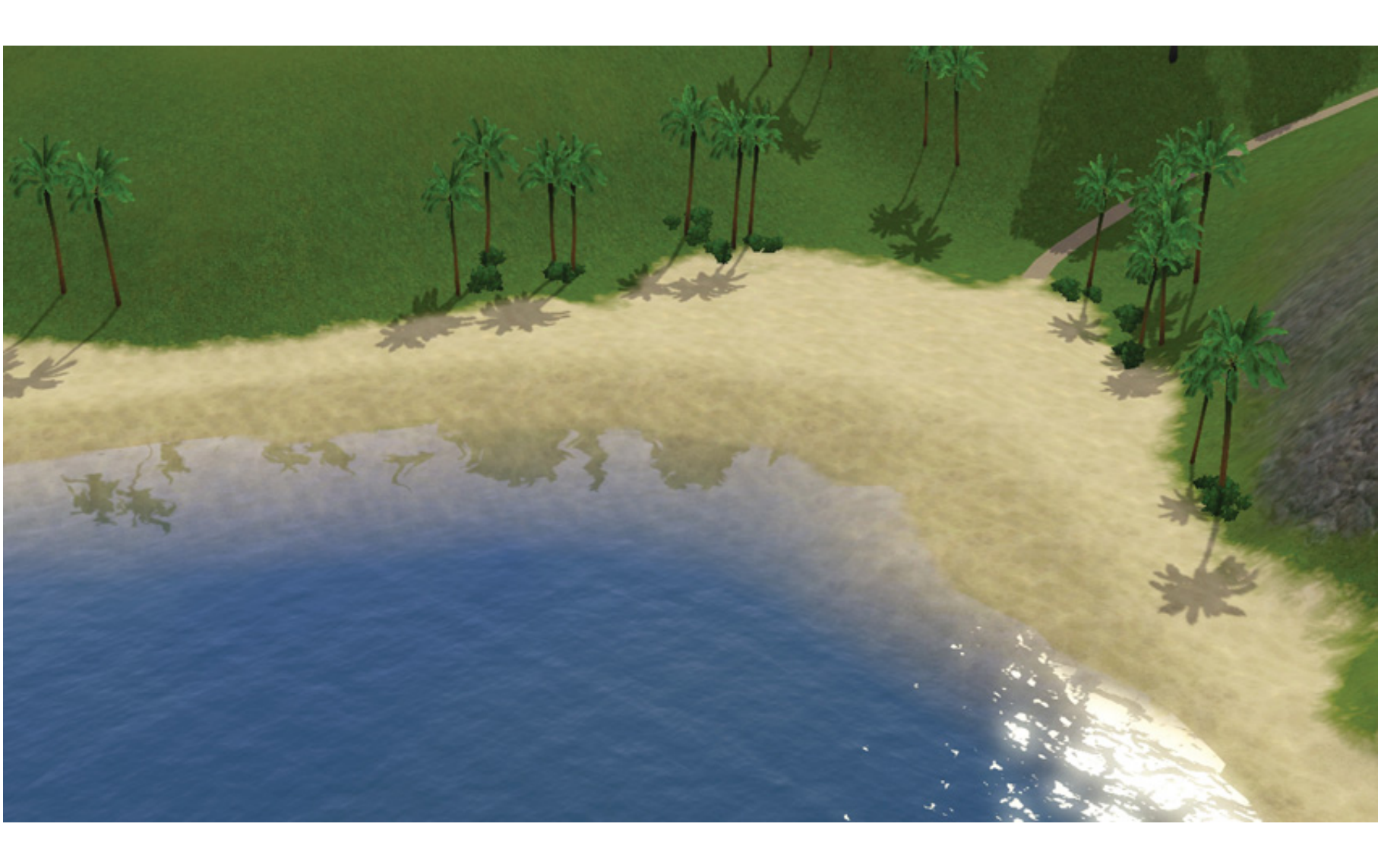
- View
- Sit
- Practice/Play Chess
- Have/Make Drink
- Make/Serve Meal

The Old Pier Beach is an excellent place for Sims to go sun themselves while soaking up the conversation of other beachgoers. There are plenty of seats to lounge in while unwinding after a busy shift or a lengthy writing session in front of the computer. There is a chess set at the beach, too, for practicing the ancient game.

The beach is also notable for its food features. There is a juice bar on the lower part of the beach, near the sand. Sims can jump behind the bar and serve up fresh drinks for others Sims—a superb ice breaker. There are two grills just above the bar where Sims can cook meals for free. Not only is this a good way to meet other Sims by serving up some eats, but the Cooking skill can be practiced here on the cheap. And with all the benefits of getting some sun while doing so!

Fishing Spots

Fishing is a popular pastime in Sunset Valley. There are multiple fishing spots around town, including both lake and ocean, where you can reel in a catch. The pond in Central Park has already been noted, but there are the other fishing spots in Sunset Valley, too, located far and wide.



Recurve Strand

Sunnyside Strand

Summer Hill Springs

Crystal Springs

Stoney Falls

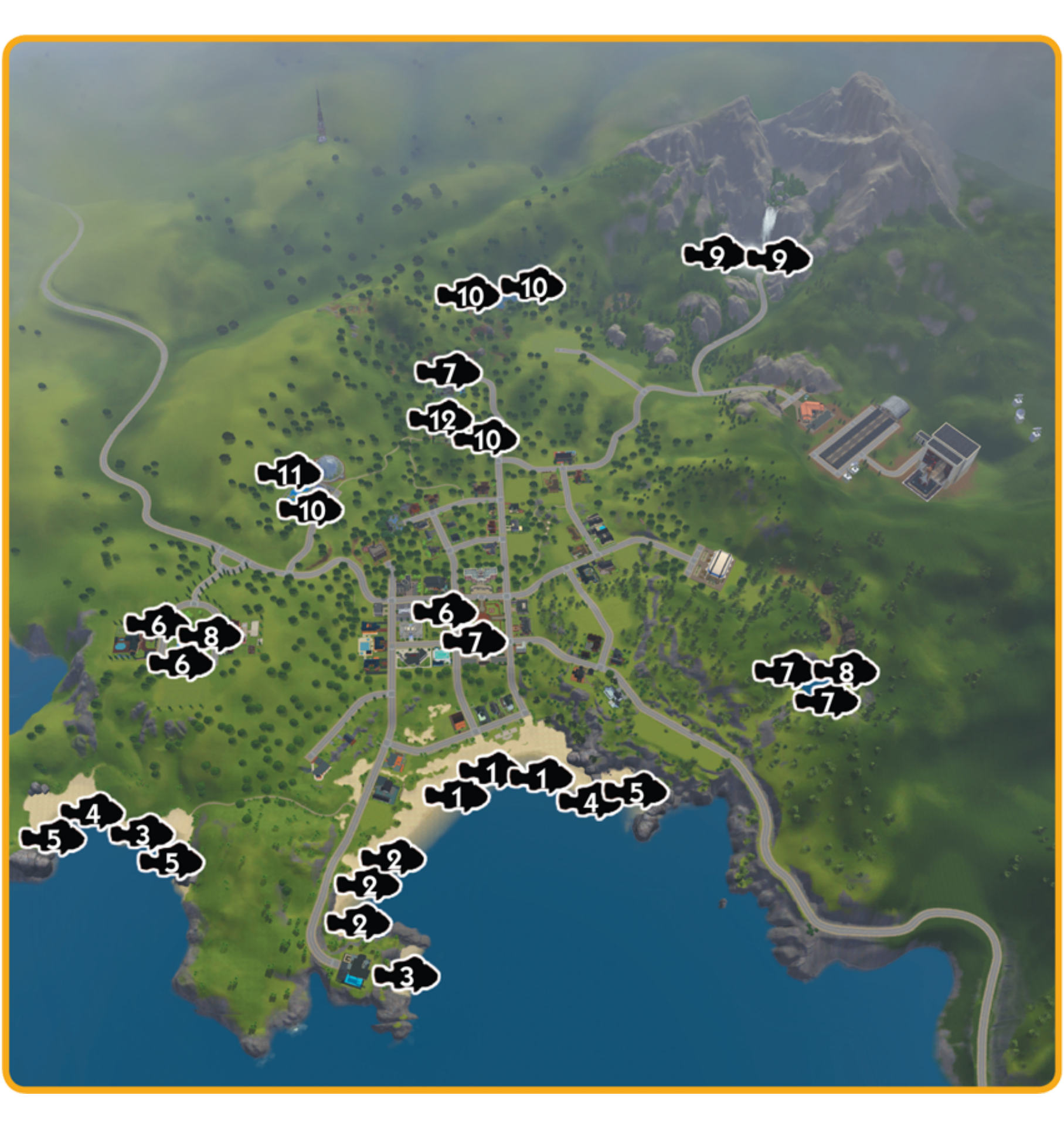
Pinochle Pond

Brownie Bites

Now, are all fishing spots equal? No. But a lot also depends on what kind of bait you use and the degree of your Fishing skill. The best time to go fishing is between 4 AM and 6 AM. This is when the best and biggest fish are biting!

Tip

Sims who Love the Outdoors get a huge mood boost out of fishing, and you can plop a radio next to them to drive that mood even higher. (This works for any Sim, not just those with the Loves the Outdoors trait.) Fishing is a great stress-reliever, too, for any Sims but those who Hate the Outdoors.



1. Anchovy, Jellyfish, Red Herring, Blowfish, Salmon, Swordfish
2. Anchovy, Jellyfish, Red Herring, Tuna, Tragic Clownfish, Shark, Lobster
3. Alley Catfish, Red Herring, Tragic Clownfish, Tuna, Siamese Catfish, Shark, Lobster, Starfish Purple
4. Jellyfish, Red Herring, Blowfish, Angelfish, Swordfish
5. Red Herring, Tragic Clownfish, Blowfish, Shark, Angelfish, Starfish Silver
6. Minnow, Goldfish, Rainbow Trout, Red Herring, Siamese Catfish, Black Goldfish
7. Minnow, Goldfish, Red Herring, Salmon, Angelfish, Lobster
8. Goldfish, Rainbow Trout, Red Herring, Piranha, Shark, Lobster
9. Alley Catfish, Rainbow Trout, Red Herring, Salmon, Angelfish
10. Red Herring, Piranha, Black Goldfish, Shark, Angelfish, Vampirefish, Lobster
11. Robot Fish
12. Death Fish (catch between 12 AM-5 AM)

crates

On rare occasions, you will reel in something other than a fish from the waters of Sunset Valley. Litterbugs in Sunset Valley have discarded belongings in the lakes and ponds, but at least their refuse is another Sim's treasure. When you do manage to reel in a crate, there is a good chance it will contain a valuable item, such as Bubble Bath or Death Flower. If you're really lucky, the crate will have a magic gnome inside of it!

Crate Item	Chance of Finding
Laptop	3%
Rubber Ducky	20%
Guitar	10%
Bubble Bath	16%
MoodLite Candle	16%
Birthday Cake	16%
Flame Fruit	3%
Death Flower	3%
Money Tree Seed	5%
Mysterious Mr. Gnome	6%

Fishing Skill

The Fishing skill is good for three things: Keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

- Acquire by: Take Fishing Class, Read Fishing Book, Fishing
- Development tools: No tools needed

The Fishing skill begins one of three ways—by reading a book, taking a class, or just going out to a body of water and using the Fish interaction. Once the Fishing skill is under way, the skill increases either by continued reading or continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Tip

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, Easily Bored, or Clumsy dampen the ability to catch fish.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing. Bait is essential if a Sim hopes to catch more than just the basic fish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that loves that specific bait type. Higher quality bait tends to catch bigger fish, but only for fish that specifically like that bait. So use Perfect bait to catch the biggest fish. You can also use bait to catch fish that are somewhat higher level than your Sim's Fishing skill. Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim is higher skill.

REAL ESTATE

Careers and producing objects are not the only sources of income in your neighborhood. Smart investors can generate a healthy household income through real estate investments. Almost all venues in a town can now be purchased and upgraded. As a result of the investment, the household owning the lot is given a weekly payment. The more you invest in a property via upgrades, the more you make per week.

To invest in a venue, choose the Purchase interaction on the establishment from the town map. The base price of the venue is displayed, which must be paid to acquire the venue. There is no payment plan for investing in real estate. Once a venue has been purchased and the deed awarded, you may name the venue anything you wish. Use a computer (in the game) to monitor your investments. The Check Real Estate interaction lets you monitor your investments and spot open opportunities to buy additional venues. You may also track venue upgrades here.

You may also use Build Mode to create a venue from the ground up. However, you cannot just erect four walls, drop in a treadmill, call it a gym, and then expect a weekly payment. You must meet a set of requirements. These are your upgrades, which are also essential for maintaining the operation of purchased existing venues. Upgrades allow you to improve an establishment, which in turn pays out more Simoleons. In Buy Mode, you may install new objects at a customizable venue (a venue your Sim enters and is still visible—you cannot upgrade the diner, for example) to raise its overall value.

Investing

If you have the money, you can invest in a number of businesses around Sunset Valley. You can invest money in the bistro, bookstore, business tower, day spa, diner, supermarket, warehouse, hospital, science facility, stadium, and theatre. After making your initial investment, you get a cut of the profits every week. Some weeks will be better than others. When you save up even more, you can outright buy the business and keep all of the profits to yourself. Here are the investments required for each business (investment/ownership):

Bistro: §12,500/§25,000

Bookstore: §7,000/§20,000

Corporate Tower: §18,000/§40,000

Day Spa: §15,000/§35,000

Diner: §6,000/§18,000

Supermarket: §7,000/§20,000

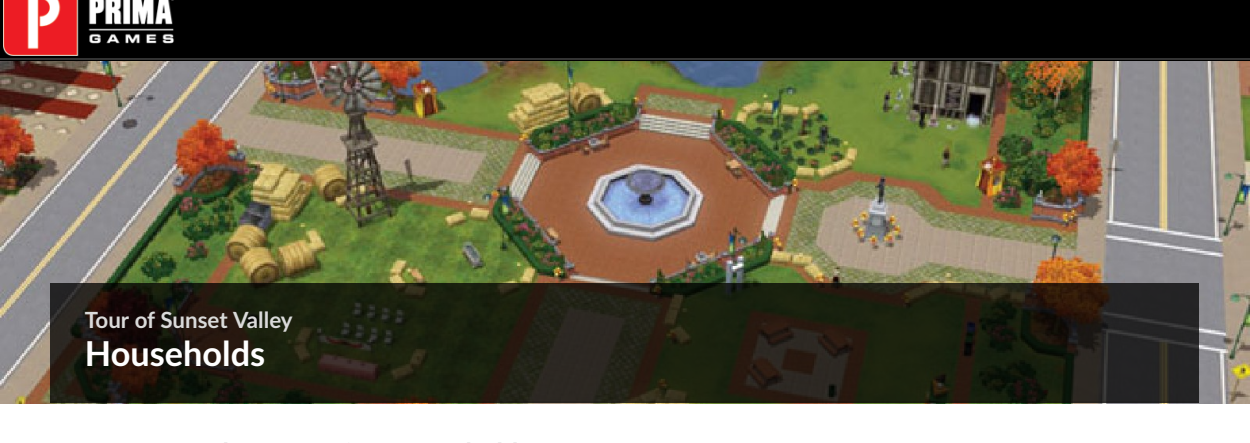
Warehouse: §15,000/§35,000

Hospital: §30,000/§75,000

Science Facility: §40,000

Stadium: §35,000/§80,000

Theatre: §18,000/§40,000



Tour of Sunset Valley

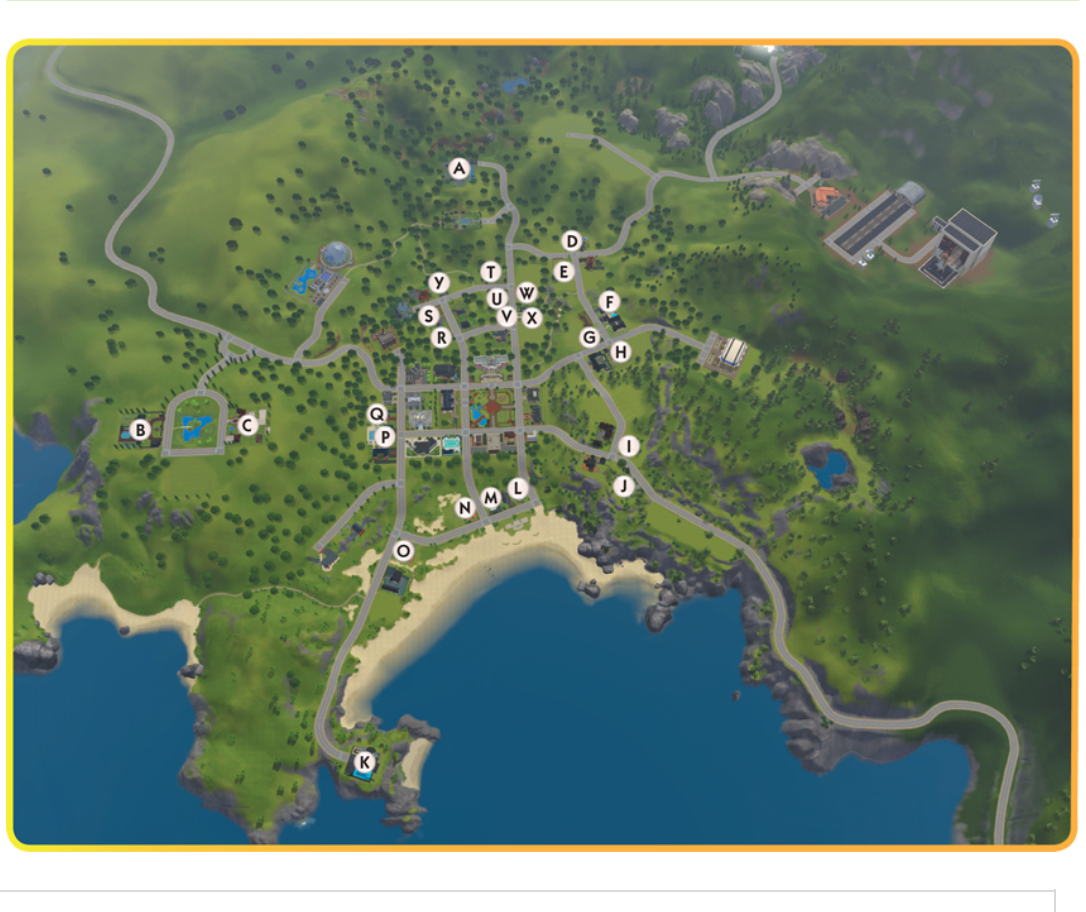
Households

Houses and Pre-Existing Households

Sunset Valley has a number of households that have already moved in and are waist-deep in their own complicated lives. Every household or life situation you can take control of is listed in this section, complete with all of the necessary information you need before slipping into the skins of these busy Sims. As mentioned, each household has its own scenario that you can attempt to unravel and complete, or you can just take over the household and live their lives however you please. You never know what trouble you might get into when you deviate from the set desires of your newly acquired household. (Trouble isn't always a bad thing, by the way. Some of the best fun in life comes from getting into—and out of—trouble.)

Tip

Certain parcels of land have amazing views that give Sims on them the Beautiful Vista moodlet. The following houses/lots give this mood boost: Alto, Crumplebottom, Frio, Koffi, Landgraab, Ursine, Wan-Goddard, and Wolff.



A Goth	**N** Frio
B Landgraab	**O** Koffi
C Alto	**P** Working Friends
D Langerak	**Q** Roomies
E Bunch	**R** Kennedy
F Wainwright	**S** Alvi
G Jolina	**T** Bachelor
H Keaton	**U** Clavell
I Single Moms	**V** Andrews
J Crumplebottom	**W** Hart
K Wolff	**X** Steel
L Wan-Goddard	**Y** Sekemoto
M Ursine	

Note

There are many pre-made households you can select and play with, too. These households are not exclusive to Sunset Valley. They can be used in all towns associated with The Sims 3.

Note

Certain parcels of land have amazing views that give Sims on them the Beautiful Vista moodlet. The following houses/lots give this mood boost: Alto, Crumplebottom, Frio, Koffi, Landgraab, Ursine, Wan-Goddard, and Wolff.

Goth Household

Goth Manor

Difficulty: 3
Budget: §50,000

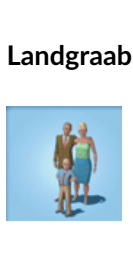
Scenario: The Goths have lived in town since time immemorial. The aura of gloom from the nearby cemetery suits them, but can a young boy named Mortimer grow up to be well-adjusted in such a place?

House Name: Goth Manor
Address: 13 Skyborough Blvd.
Lot Size: 60 x 60
Rooms: 3br, 3ba

Unfurnished Cost: §129,943
Furnished Cost: §195,134

Each household has a different difficulty rating (one through six). Six is the toughest difficulty. The reasons for the household's difficulty rating are partially explained by the scenario description.

Landgraab Household



Landgraab Estate

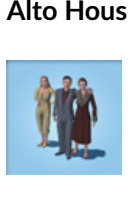
Difficulty: 3
Budget: §75,000

Scenario: The Landgraabs are old money (Nancy's family more or less founded the town), so it was no surprise that when she married Geoffrey, it was Geoffrey who changed his last name, not Nancy. Will young Malcolm be a mild-mannered doctor like his father or a voracious business tycoon like his mother?

House Name: Landgraab Estate
Address: 10 Summer Hill Court
Lot Size: 60 x 60
Rooms: 3br, 4ba

Unfurnished Cost: §203,724
Furnished Cost: §310,740

Alto Household



Villa Alto

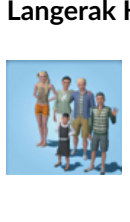
Difficulty: 3
Budget: §75,000

Scenario: The Altos are new money. Their unscrupulous business practices have gotten them far in this town. Unofficially, they own most of the local shops. But how did their daughter become such a Goody Two-Shoes?

House Name: Villa Alto
Address: 20 Summer Hill Court
Lot Size: 60 x 60
Rooms: 2br, 2.5ba

Unfurnished Cost: §138,426
Furnished Cost: §272,848

Langerak Household



Tileicious

Difficulty: 4
Budget: §3,400

Scenario: Kaylynn Langerak cleans up after her brother and stay-at-home dad while her mother works all day. Now Kaylynn's Aunt Zelda has arrived with half-dead plants in tow and things are messier than ever.

House Name: Tileicious
Address: 14 Sierra Tango Street
Lot Size: 30 x 40
Rooms: 4br, 3ba

Unfurnished Cost: §92,472
Furnished Cost: §133,095

Wolff Household

Lone Wolff Manor

Difficulty: 2
Budget: §25,000

Scenario: Both the arts and having children are very important to Morgana Wolff, but she has just learned that her new husband, Thorton, actively dislikes both. Oops. Can these newlyweds save their young marriage? Should they even try?

House Name: Lone Wolff Manor
Address: 505 Sunnyside Blvd.
Lot Size: 40 x 40
Rooms: 1br, 4ba

Unfurnished Cost: §126,663
Furnished Cost: §217,093

Bunch Household

Peep's Peak

Difficulty: 5
Budget: §3,300

Scenario: Here's the story: two working parents juggle family, household chores, and their careers while their four children run wild. What is the right balance for this household of six to stay sane?

House Name: Peep's Peak
Address: 16 Maywood Lane
Lot Size: 40 x 30
Rooms: 4br, 4ba

Unfurnished Cost: §35,628
Furnished Cost: §51,694

Wainwright Household

Minihaus

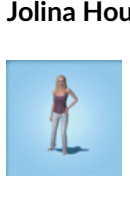
Difficulty: 2
Budget: §2,900

Scenario: Susan and Boyd are techno-geniuses who spend all of their available time with electronics. When their daughter, Blair, was a child, they bought every toy she asked for in the hopes that she would amuse herself and give them more free time for their hobbies. Now that Blair has moved out on her own, the Wainwrights are thinking of converting her old room for the next project.

House Name: Minihaus
Address: 53 Maywood Lane
Lot Size: 30 x 20
Rooms: 2br, 1ba

Unfurnished Cost: §35,869
Furnished Cost: §74,065

Jolina Household



House Plan B

Difficulty: 1
Budget: §1,000

Scenario: Jamie Jolina is as intelligent as she is beautiful. Can she prove to the world that two traits can coexist?

House Name: House Plan B
Address: 91 Landgraab Ave.
Lot Size: 30 x 20
Rooms: 2br, 1ba

Unfurnished Cost: §24,264
Furnished Cost: §30,496

Keaton Household

Low Fat Ranch

Difficulty: 2
Budget: §4,500

Scenario: Avid outdoorsy Sims, Marty and Justine Keaton both have active careers and active hobbies. What effect will the impending arrival of their first child have on their lifestyle?

House Name: Low Fat Ranch
Address: 86 Landgraab Ave.
Lot Size: 40 x 40
Rooms: 2br, 1ba

Unfurnished Cost: §31,700
Furnished Cost: §45,660

Single Moms Household

Asilomar

Difficulty: 4
Budget: §3,700

Scenario: Fiona Marsh is used to living alone with her teenage daughter, River. But when Fiona's best friend needed a place to live with her own young daughter, Fiona readily invited the two to live in her home. Will Molly be the perfect housemate or Fiona's biggest regret?

House Name: Asilomar
Address: 330 Oak Grove Road
Lot Size: 30 x 30
Rooms: 3br, 2ba

Unfurnished Cost: §38,795
Furnished Cost: §63,850

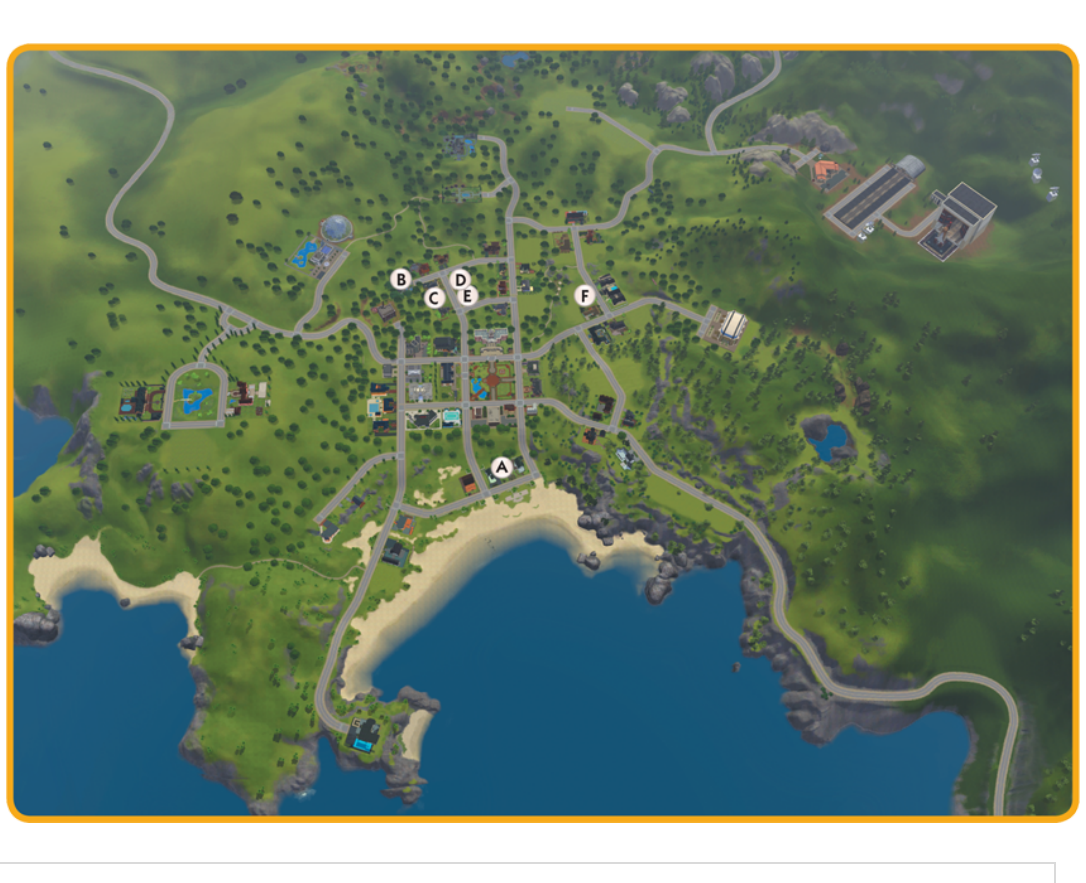
Each member of the Sunset Valley households you can play as has their very own unique personality that helps shape their wishes and behaviors. Use this table to check out each household member before diving in and living out their lives:

Households

Sim Name	Age	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5
Nick Alto	Adult	Mean-Spirited	Family Oriented	Hydrophobic	Workaholic	Ambitious
Vita Alto	Adult	Evil	Charismatic	Snob	Schmoozer	Ambitious
Holly Alto	Teen	Good	Artistic	Vegetarian	Easily Impressed	
Iqbal Alvi	Adult	Couch Potato	Neurotic	No Sense of Humor	Angler	Absent-Mind
VJ Alvi	Teen	Evil	Childish	Inappropriate	Snob	
Miraj Alvi	Child	Family Oriented	Neat	Good		
Beau Andrews	Adult	Couch Potato	Can't Stand Art	Slob	Inappropriate	Good Sense Humor
Victoria Andrews	Adult	Good	Hopeless Romantic	Artistic	Ambitious	Bookworm
Simis Bachelor	Adult	Family Oriented	Handy	Inappropriate	Neurotic	Frugal
Jocasta Bachelor	Adult	Coward	Loner	Over-Emotional	Green Thumb	Angler
Michael Bachelor	Teen	Athletic	Loves the Outdoors	Schmoozer	Friendly	
Bella Bachelor	Child	Lucky	Brave	Good		
Arlo Bunch	Child	Excitable	Athletic	Loves the Outdoors		
Ethan Bunch	Teen	Bookworm	Genius	Charismatic	Good	
Jack Bunch	Adult	Schmoozer	Perfectionist	Loves the Outdoors	Green Thumb	Good Sense Humor
Judy Bunch	Adult	Neat	Light Sleeper	Perfectionist	Over-Emotional	Family Orien
Lisa Bunch	Teen	Kleptomaniac	Inappropriate	Snob		
Darlene Bunch	Child	Brave	Daredevil	Unlucky		
Bessie Clavell	Elder	Family Oriented	Artistic	Neat	No Sense of Humor	Good
Buster Clavell	Elder	Grumpy	Family Oriented	Heavy Sleeper	Loner	Frugal
Xander Clavell	Young Adult	Party Animal	Inappropriate	Commitment Issues	Mooch	Hot-Headed
Agnes Crumplebottom	Young Adult	Grumpy	Loner	Hopeless Romantic	Bookworm	Frugal
Connor Frio	Young Adult	Absent-Minded	Bookworm	Unflirty	Loner	Good
Jared Frio	Young Adult	Natural Cook	Heavy Sleeper	Mean-Spirited	Inappropriate	Party Animal
Corneila Goth	Adult	Charismatic	Grumpy	Neat	Perfectionist	Unflirty
Gunther Goth	Adult	Frugal	Grumpy	Charismatic	Workaholic	Brave
Mortimer Goth	Child	Artistic	Grumpy	Ambitious		
Bebe Hart	Teen	Bookworm	Frugal	Good	Technophobe	
Gus Hart	Adult	Easily Impressed	Family Oriented	Charismatic	Childish	Insane
Dorie Hart	Adult	Loser	Absent-Minded	Childish	Insane	Over-Emotio
Jamie Jolina	Young Adult	Flirty	Virtuoso	Party Animal	Genius	Bookworm
Justine Keaton	Young Adult	Loner	Perfectionist	Good	Neat	Hot-Headed
Marty Keaton	Young Adult	Athletic	Loves the Outdoors	Friendly	Neurotic	Great Kisser
Erin Kennedy	Adult	Brave	Can't Stand Art	Technophobe	Unflirty	Athletic
Households, Continued						
Sim Name	Age	Trait 1	Trait 2	Trait 3	Trait 4	Trait 5
Gobias Koffi	Adult	Never Nude	Childish	Over-Emotional	Loser	Flirty
Geoffrey Landgraab	Adult	Good Sense of Humor	Family Oriented	Hopeless Romantic	Loves the Outdoors	Charismatic
Malcolm Landgraab	Child	Bookworm	Ambitious	Good		
Nancy Landgraab	Adult	Workaholic	Charismatic	Snob	Perfectionist	Ambitious
Dustin Langerak	Adult	Slob	Family Oriented	Friendly	Handy	Clumsy
Kaylynn Langerak	Child	Neat	Perfectionist			
Iliana Langerak	Adult	Neat	Workaholic	Schmoozer	Perfectionist	Daredevil
Parker Langerak	Teen	Flirty	Great Kisser	Schmoozer	Slob	
Zelda Mae Langerak	Young Adult	Childish	Flirty	Green Thumb	Party Animal	Easily Impres
Leighton Sekemoto	Young Adult	Family Oriented	Good	Frugal	Ambitious	Brave
Sam Sekemoto	Toddler	Excitable	Artistic			
Yumi Sekemoto	Elder	Neurotic	Family Oriented	Inappropriate	Perfectionist	Neat
Christopher Steel	Young Adult	Great Kisser	Angler	Natural Cook	Daredevil	Friendly
Claire Ursine	Young Adult	Angler	Loves the Outdoors	Kleptomaniac	Loner	Hot-Headed
Boyd Wainwright	Adult	Computer Whiz	Genius	Couch Potato	Slob	Neurotic
Susan Wainwright	Adult	Computer Whiz	Genius	Couch Potato	Snob	Workaholic
Pauline Wan	Young Adult	Flirty	Ambitious	Party Animal	Commitment Issues	Loves the Outdoors
Hank Goddard	Young Adult	Commitment Issues	Schmoozer	Charismatic	Loves the Outdoors	Great Kisser
Morgana Wolff	Young Adult	Workaholic	Family Oriented	Artistic	Charismatic	Good
Thorton Wolff	Young Adult	Commitment Issues	Frugal	Perfectionist	Dislikes Children	Ambitious
Sandi French	Toddler	Slob	Excitable			
Molly French	Adult	Flirty	Daredevil	Hopeless Romantic	Party Animal	Slob
River McIrish	Teen	Good	Neat	Perfectionist	Artistic	
Fiona McIrish	Adult	Genius	Handy	Vegetarian	Charismatic	Bookworm
Stiles McGraw	Young Adult	Loner	Light Sleeper	Frugal	Neat	Loves the Outdoors
Blair Wainwright	Young Adult	Loner	Childish	Hopeless Romantic	Genius	Good
Cycl0n3 Sw0rd	Young Adult	Absent-Minded	Inappropriate	Genius	Couch Potato	Computer W
Emma Hatch	Young Adult	Charismatic	Natural Cook	Unflirty	Artistic	Good Sense Humor
Tamara Donner	Young Adult	Flirty	Daredevil	Mooch	Hot-Headed	Charismatic
Ayesha Ansari	Young Adult	Athletic	Genius	Artistic	Frugal	Brave
Madison VanWatson	Young Adult	Ambitious	Clumsy	Snob	Excitable	Childish
Monika Morris	Young Adult	Snob	Schmoozer	Great Kisser	Angler	Absent-Mind
Tori Kimura	Young Adult	Charismatic	Workaholic	No Sense of Humor	Snob	Natural Cook

Empty Homes

If you would like to direct your own destiny with Sims you create, but want to dive right in without using Build Mode, inspect these pre-made homes. Each house has two prices. The first price is for an unfurnished house—no objects within. For a few extra Simoleons, you can buy a furnished house that includes at least the basic amenities. Some of the more expensive furnished houses, however, feature luxury objects.



Marker	Property Name	#of Bedrooms	#of Bathrooms	Unfurnished Price	Furnished Price	Street Name	Size
A	Myrtle Bungalow	1br	1ba	§17,408	§20,620	3 Sun Song Ave	30 x 20
B	Mosquito Cove	1br	1ba	§16,061	§22,273	36 Sim Lane	30 x 40
C	Pre-Fabulous	1br	1ba	§9,970	§12,082	55 Water Lilly Lane	20 x 30
D	Shotgun Style	2br	1ba	§12,133	§15,020	58 Water Lilly Lane	30 x 40
E	The Monotone	1br	1ba	§12,290	§14,945	72 Water Lilly Lane	20 x 30
F	"El" Urban Sprawl	2br	1ba	§17,124	§23,279	60 Maywood Lane	40 x 30

Myrtle Bungalow

Return to Game Setup
Cancel

Mosquito Cove

Pre-Fabulous

Shotgun Style

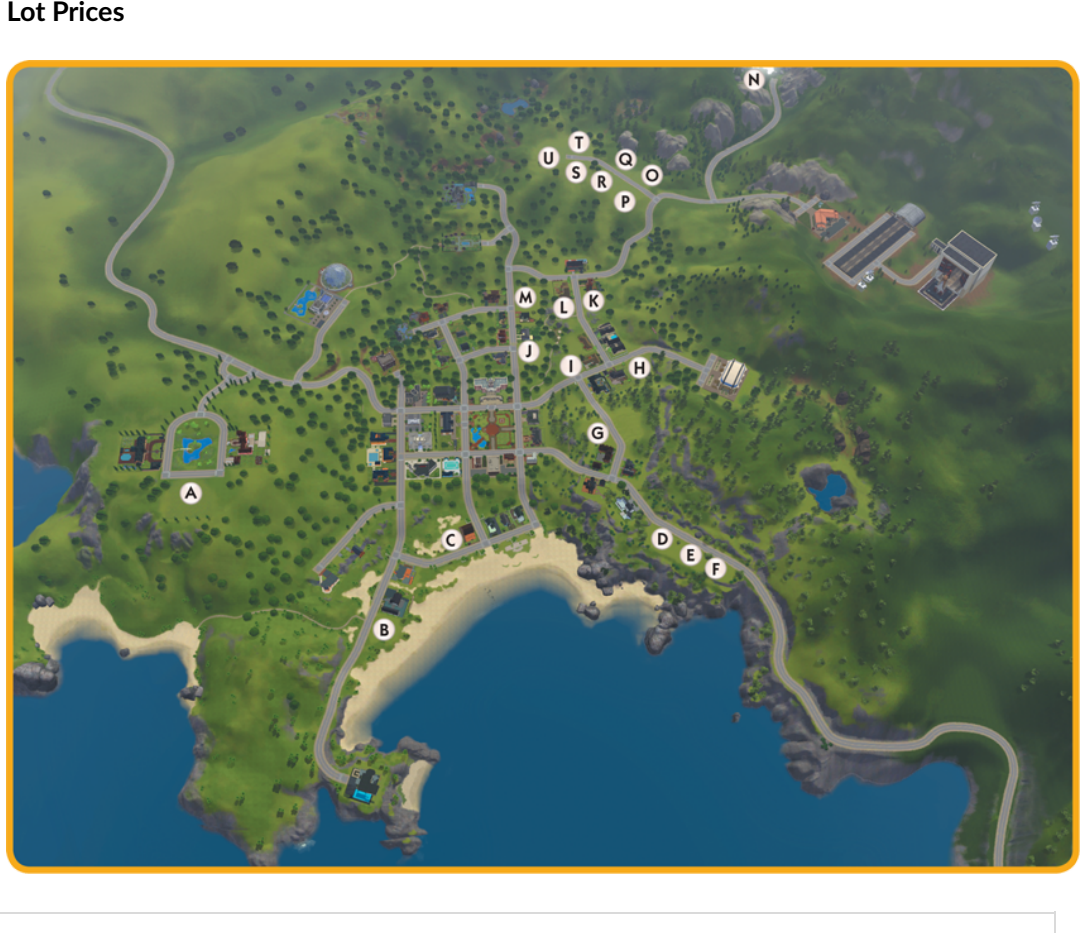
The Monotone

"El" Urban Sprawl

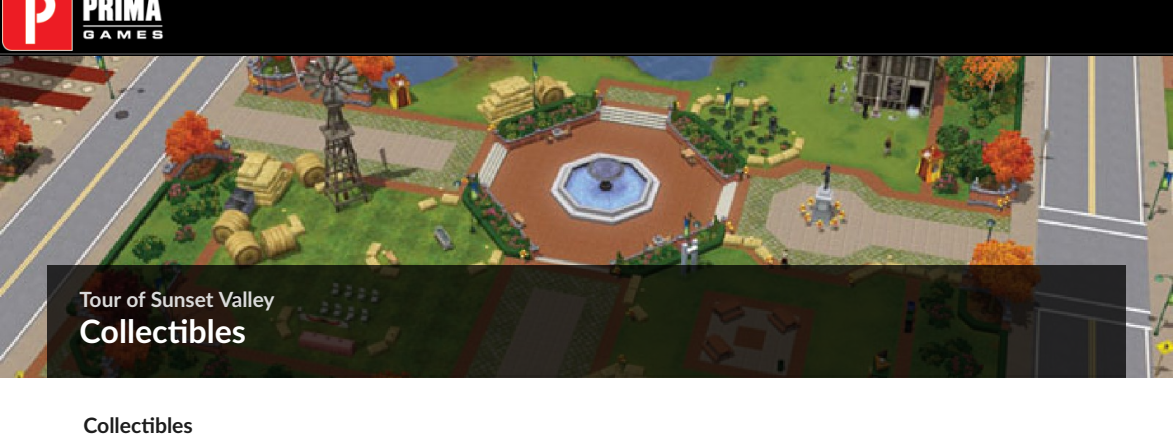
Empty Lots

There are a host of empty lots you may purchase with your starting household funds (or accrued wealth later in a game). Use this quick-glance guide to see which are within your budget and the size of each empty lot.

Lot Prices



Street Name	Marker	Price	Size
A	$14,700	15 Summer Hill Court	60 x 60
B	$6,800	477 Sunnyside Blvd	29 x 29
C	$2,700	9 Sun Song Ave	19 x 30
D	$5,400	180 Redwood Pkwy	40 x 30
E	$5,400	130 Redwood Pkwy	40 x 30
F	$3,000	100 Redwood Pkwy	24 x 29
G	$1,800	Oak Grove Rd	30 x 30
H	$2,400	7 Landgrabb Ave	30 x 40
I	$1,800	99 Landgrabb Ave	29 x 29
J	$3,200	415 Skyborough Blvd	40 x 40
K	$2,400	17 Maywood Lane	29 x 39
L	$1,200	18 Maywood Lane	19 x 29
M	$3,200	299 Skyborough Blvd	40 x 40
N	$3,384	53 Waterfall Way	35 x 47
O	$1,800	2200 Pinochle Point	30 x 30
P	$1,800	2250 Pinochle Point	30 x 30
Q	$1,800	2300 Pinochle Point	30 x 30
R	$1,800	2350 Pinochle Point	30 x 30
S	$1,800	2450 Pinochle Point	29 x 30
T	$2,400	2400 Pinochle Point	40 x 30
U	$3,200	2500 Pinochle Point	40 x 40



Tour of Sunset Valley

Collectibles

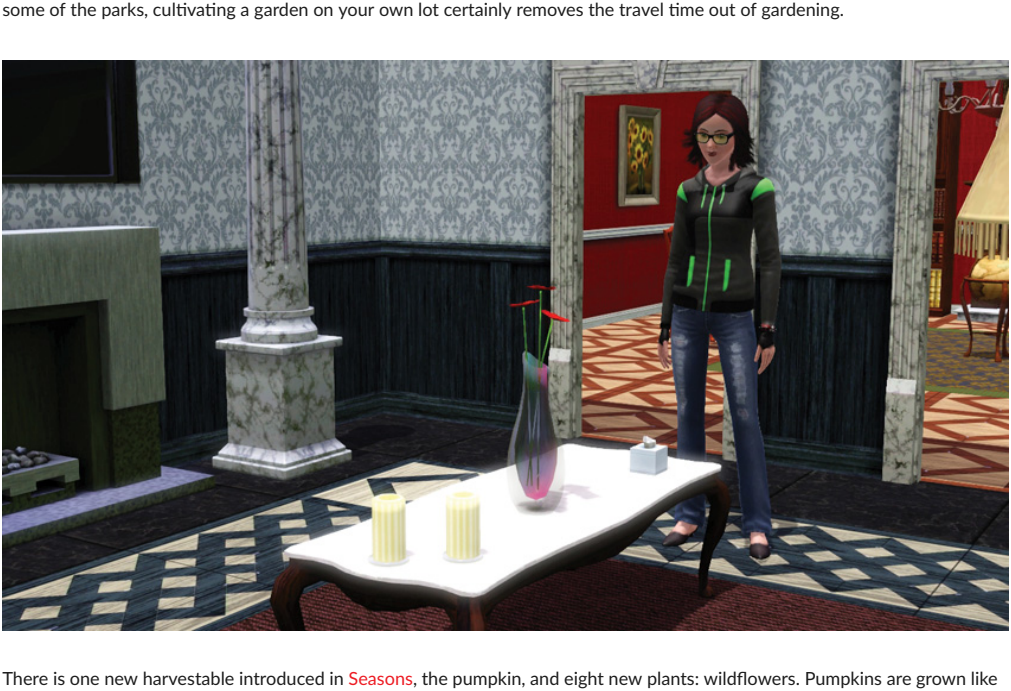
Collectibles

Collectors know that Sunset Valley is the place to be when it comes to gathering up goodies. There are many, many valuable things to collect in Sunset Valley in addition to the bounty pulled out of the water or from your personal garden. You can collect butterflies and beetles to sell to the science facility (or keep for yourself). Precious gems and metals can be scooped up and refined into brilliant treasures. Space rocks hurtling down from the heavens have smashed into the ground all around Sunset Valley, too. And Seasons introduces something all-new to collect: wildflowers! Seek out these collectibles to make money and beautify your lot.

While the maps in this section pinpoint the spawn locations of all collectibles, randomness factors into collecting. Though we have provided the locations of collectibles, there is a chance they will not be there on the specific day you check. Maybe the next day. Maybe the next week. And if multiple collectibles in a category are listed for a spot, perhaps only one of that group will be present on any given day. But don't give up hope. Keep checking back and you'll find the goodies or ingredients needed for the task at hand!

Seeds, Plants, and Wildflowers

Gardening and raising harvestables are excellent methods for relaxing as well as making extra Simoleons on the side. Though there are several spots throughout cities where you can find actively growing harvestables, such as behind the warehouse or in some of the parks, cultivating a garden on your own lot certainly removes the travel time out of gardening.



There is one new harvestable introduced in Seasons, the pumpkin, and eight new plants: wildflowers. Pumpkins are grown like any other harvestable, either from seed or fruit, and they can be purchased at the market. You may also find seeds in the wild while walking around town. These are a level 1 harvestable, so you do not need to heavily develop the Gardening skill to enjoy this fruit. In addition, you can find pumpkin patches in town; the fall festival hosts an especially bountiful pumpkin patch, watched over by a scarecrow.

Wildflowers appear in any season, but more often in the spring. They grow primarily in the festival grounds. You can either view wildflowers and leave them be, or pick them and add to inventory. Wildflowers are worth Simoleons, but can also be placed on lots to boost environmental bonuses.

When you place wildflowers on a lot, they automatically appear in a vase.

Note

More information about wildflowers can be found the "Spring" section of the Seasons chapter.

Wildflower	Rarity	Value
Daisy	Common	x
Sulfur	Common	x
Blue Flax	Common	x
Black-Eyed Susan	Uncommon	x
Azalea	Uncommon	x
Indian Blanket	Rare	x
Sweet William	Rare	x
Cosmos	Special	x

Caution

Wildflowers will not appear if there is any residual snow on the ground.

Caution

Remember, there is a small chance a Sim will develop allergies and start sneezing if they pick wildflowers.

Insects

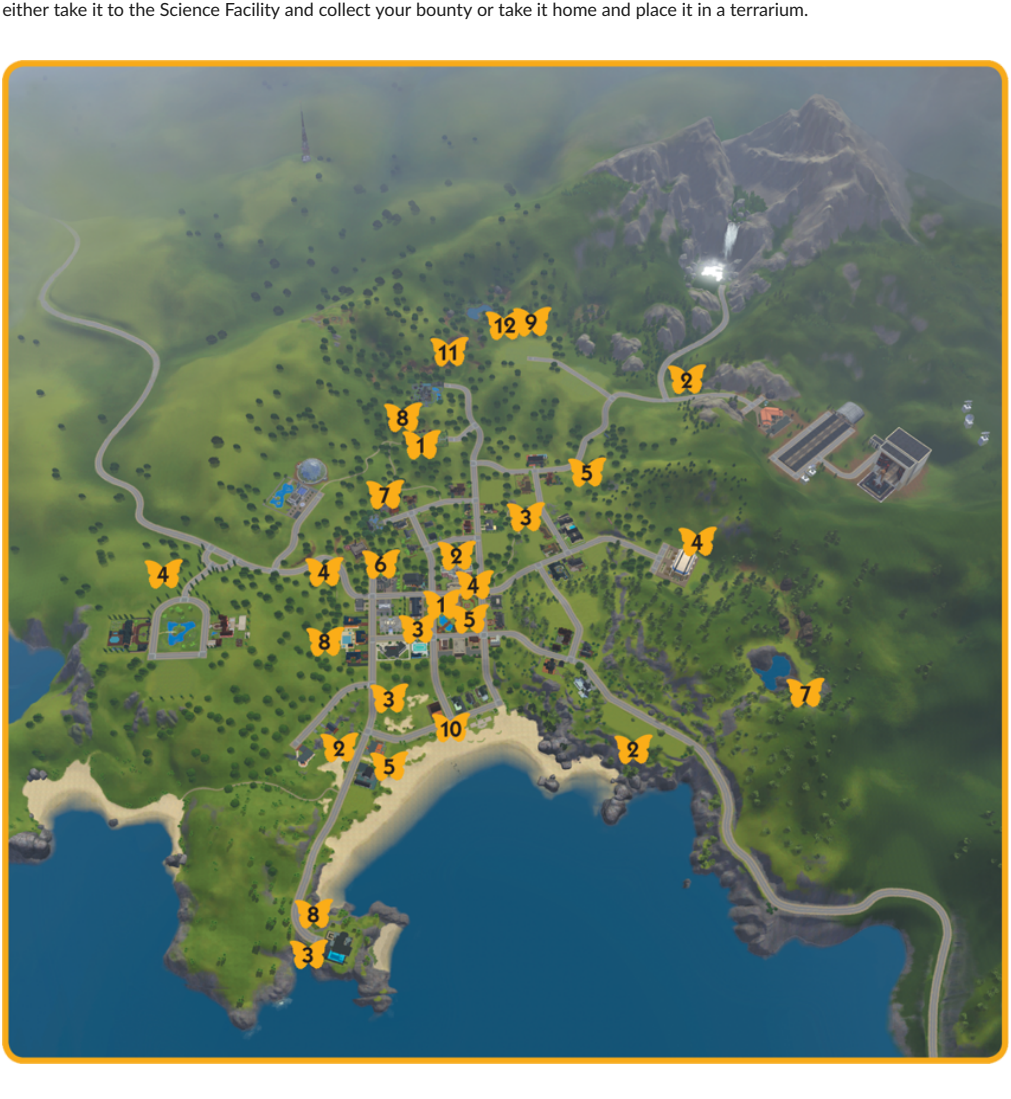
There are two types of insects to collect in Sunset Valley: butterflies and beetles. These insects can be sold to the Science Facility for a few Simoleons (although, the rarest butterflies are really worth some dough) or kept on your lot in terrariums.

It's fun to have a collection of pretty bugs around the homestead, so consider your lot environment before going straight for the cash. Having an attractive butterfly in a terrarium could be the difference between an okay room and one that gives your Sim the Nicely Decorated moodlet upon walking into the immediate area.

Butterflies

Beautiful butterflies love to flutter about in special areas of Sunset Valley. Use this map to find the exact spots to look for certain types of butterflies. Now, if the map says you will find a variety of butterflies in a specific spot, it's likely you will only discover one or two from the list.

When you collect a butterfly, your Sim closes in on a single insect from the bunch and gently takes it in his hands. Then, the rest of the butterflies vanish until the next day. Once collected, the butterfly goes into your personal inventory. You can now either take it to the Science Facility and collect your bounty or take it home and place it in a terrarium.



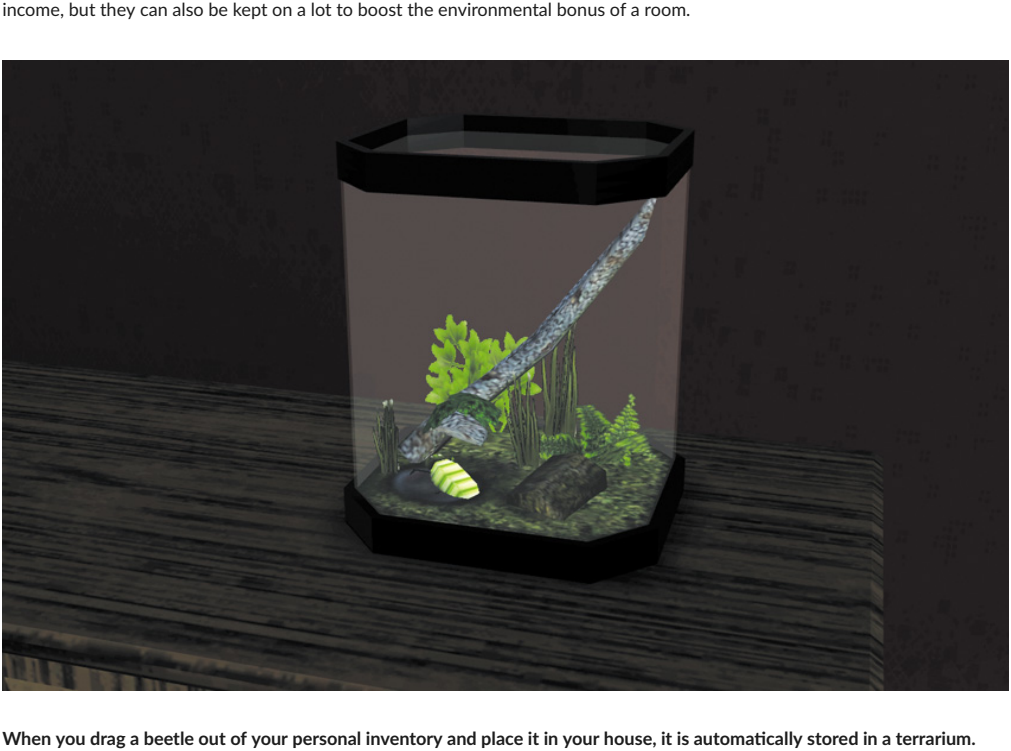
Butterflies Spawned
1 Moth
2 Monarch
3 Monarch, Red Admiral, Mission Blue
4 Monarch, Zephyr Metalmark, Green Swallowtail
5 Zephyr Metalmark, Red Admiral, Green Swallowtail, Royal Purple Butterfly
6 Zephyr Metalmark, Mission Blue, Silver-Spotted Skipper
7 Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly
8 Zephyr Metalmark, Red Admiral, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
9 Moth, Monarch, Zephyr Metalmark, Red Admiral, Mission Blue, Green Swallowtail, Royal Purple Butterfly, Silver-Spotted Skipper, Zebra Butterfly, Rainbow Butterfly
10 Silver-Spotted Skipper
11 Zebra Butterfly
12 Rainbow Butterfly

Butterfly	Rarity	Base Value
Moth	Common	5
Monarch	Common	10
Zephyr Metalmark	Common	25
Red Admiral	Common	35
Mission Blue	Uncommon	50
Green Swallowtail	Uncommon	90
Royal Purple Butterfly	Uncommon	150
Silver-Spotted Skipper	Rare	325
Zebra Butterfly	Rare	650
Rainbow Butterfly	Extraordinarily Rare	1080

The Rainbow Butterfly is the rarest of the butterflies. It's worth a lot of Simoleons, but it also really beautifies a room on your lot. Consider taking this treasure home instead of selling it!

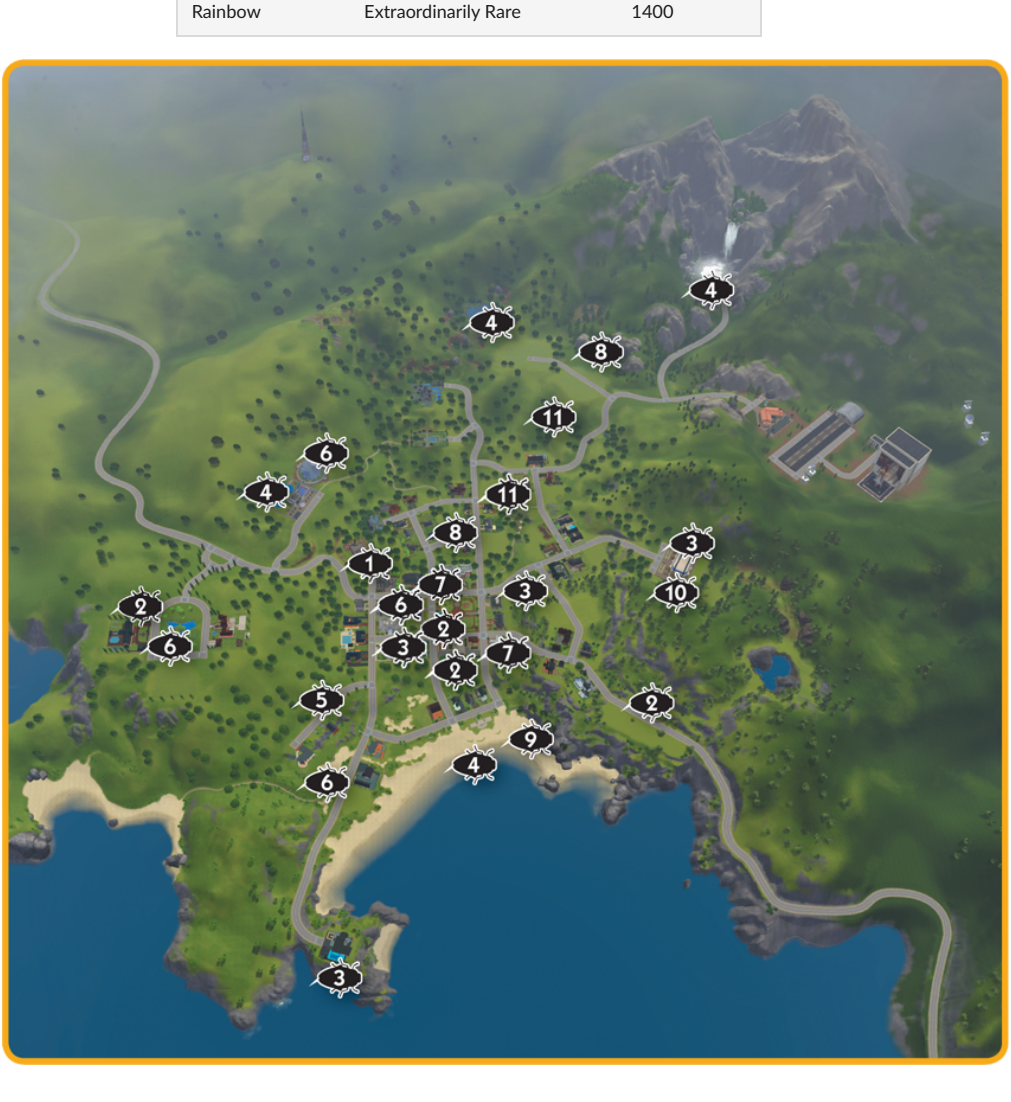
Beetles

Is the ground moving? Or is there something alive down there? You may have to squint, but there are tiny bugs and beetles squirming around the ground that can be picked up and collected just like butterflies. Beetles are another excellent source of income, but they can also be kept on a lot to boost the environmental bonus of a room.



When you drag a beetle out of your personal inventory and place it in your house, it is automatically stored in a terrarium.

Beetle	Rarity	Base Value
Ladybug	Common	10
Cockroach	Common	1
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1400



Beetles Spawned
1 Cockroach
2 Ladybug
3 Japanese Beetle
4 Water Beetle
5 Light Beetle
6 Rhino Beetle
7 Japanese Beetle, Stag Beetle
8 Ladybug, Spotted Beetle
9 Water Beetle, Trilobite
10 Light Beetle, Rainbow Beetle
11 Cockroach, Ladybug, Japanese Beetle, Water Beetle, Rhino Beetle, Stag Beetle, Spotted Beetle, Trilobite, Rainbow Beetle

Gems, Metals and Rocks

Precious metals and sparkling gems are yours for the taking—but first you have to find them. And once they are in your personal inventory, you must send them away to have a professional process them.

Once they're processed, you can either sell metals and gems for profit or place them on your lot for environmental bonuses.

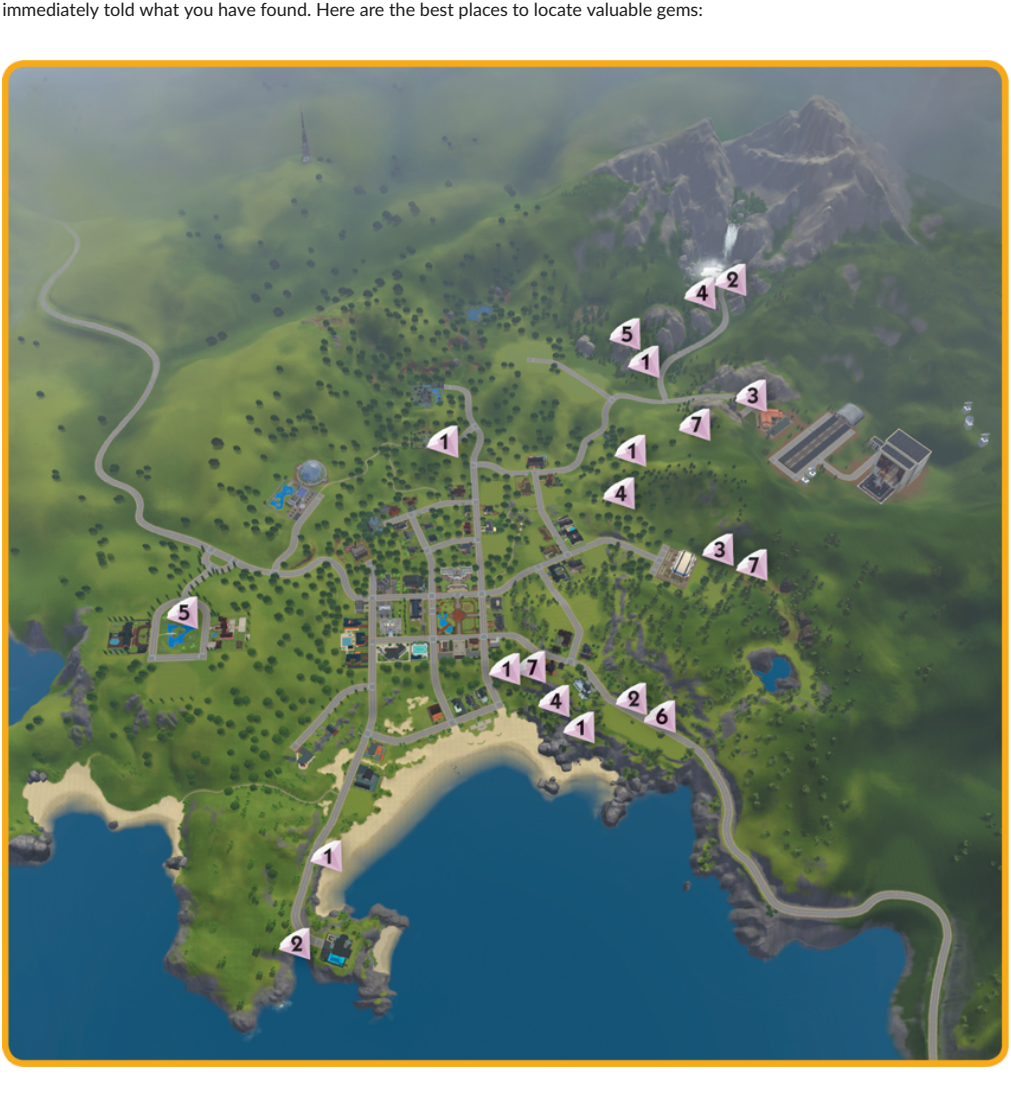
To have ore or rocks processed, you must send them off via your mailbox. (Left-click on the ore or rock in your personal inventory to send it off.) It costs Simoleons to get them processed. The cost of smelting ore into an ingot is §50 flat. The cost of getting a gem cut depends on the kind of cut you desire. The full list of cuts and cut costs is listed in the gem section of this chapter.

Note

To sell a treasure like a gem or precious metal, just use the Sledgehammer Tool in Buy Mode. Left-click on the treasure to get rid of it and add the Simoleons to your account. Be mindful, though. You cannot buy back a gem or meteorite once it has been sold.

Gems

Keep an eye open for rocks on the ground—there are treasures inside them. When you swipe a rock from the ground, you are immediately told what you have found. Here are the best places to locate valuable gems:



Gems Spawned
1 Aqua
2 Aqua, Emerald, Yellow, Diamond
3 Smoky, Ruby, Yellow, Tanzanite
4 Aqua, Smoky, Diamond, Rainbow
5 Emerald, Ruby, Yellow, Tanzanite, Rainbow
6 Yellow, Tanzanite, Diamond, Special
7 Ruby, Tanzanite, Diamond, Pink

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Aqua	1	105	9	21
Emerald	1	105	15	25
Smoky	1	105	20	30
Ruby	1	105	25	35
Yellow	1	105	35	60
Tanzanite	1	105	65	95
Diamond	1	105	100	200
Rainbow	1	105	450	700
Special	1	105	150	350
Pink	1	105	1200	1650

Having a gem cut increases its value, but this comes at a cost. You must pay to have a gem cut, which occurs when you send it away via the mailbox out front of your lot. Now, when you first start collecting gems, there is only one cut available: Emerald.

The next available cut is Oval, but to unlock this cut, you need to send off four previously collected gems to be cut by the professional jeweller. After that fourth cut, you get a note saying the Oval cut is now available. So, while it does cost to get these gems cut, the more you do it, better cuts you get—and the more money you can make from selling. The best cut is the Heart cut, which multiplies the value of the gem five-fold.

There are three ways to display a gem on your lot: on the ground, on a pillow, and on a pedestal. Left-click on the gem when it is on your lot to select your preferred display.

Gem Cuts

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	10
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart		5	1000

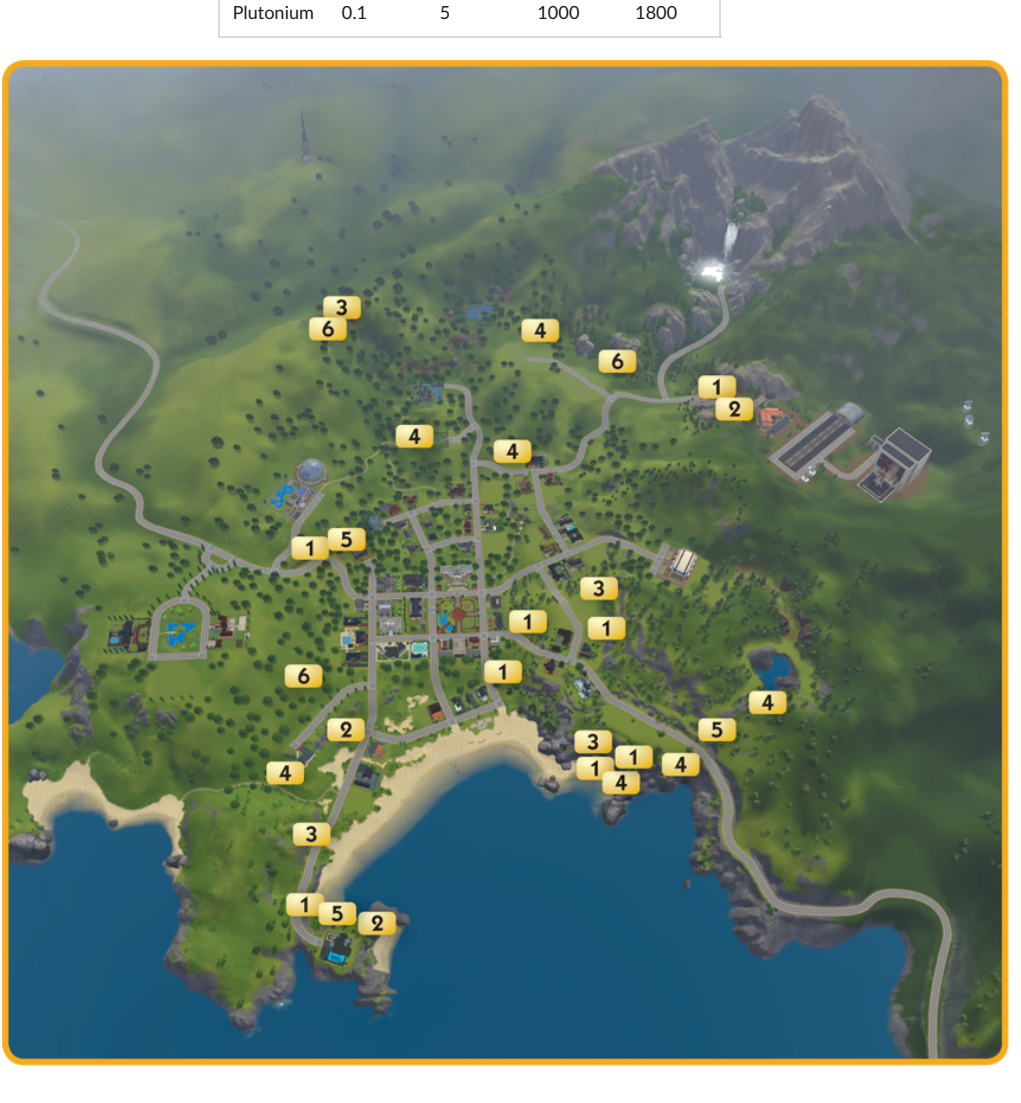
Note

The Heart Cut is available after finding all gem types.

Metals

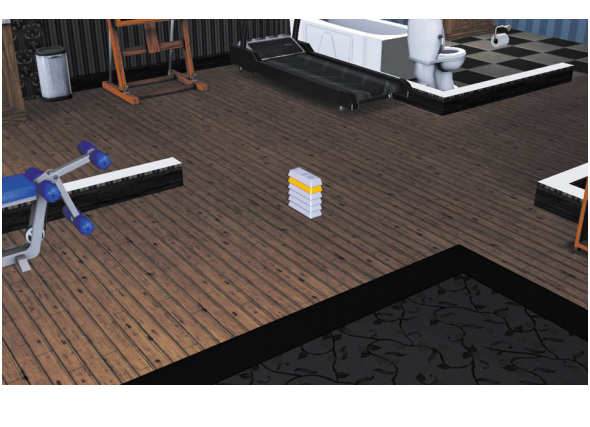
There are five different kinds of precious metals you can pull off the ground in Sunset Valley: iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form. These metals must be smelted to make them valuable—and pretty. To turn ore into ingots, just send them away via an interaction with your lot's mailbox. When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the 40 smelting fee.

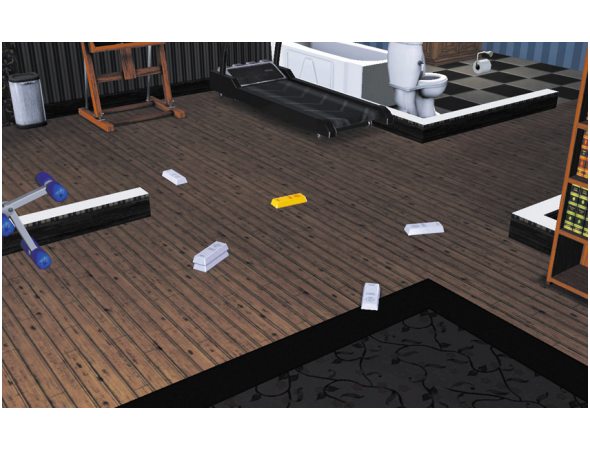
Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	25	35
Gold	1	52	40	120
Palladium	80	300	300	500
Plutonium	0.1	5	1000	1800



Metals Spawned
1 Iron
2 Silver
3 Gold
4 Iron, Silver, Gold
5 Palladium
6 Plutonium

Note



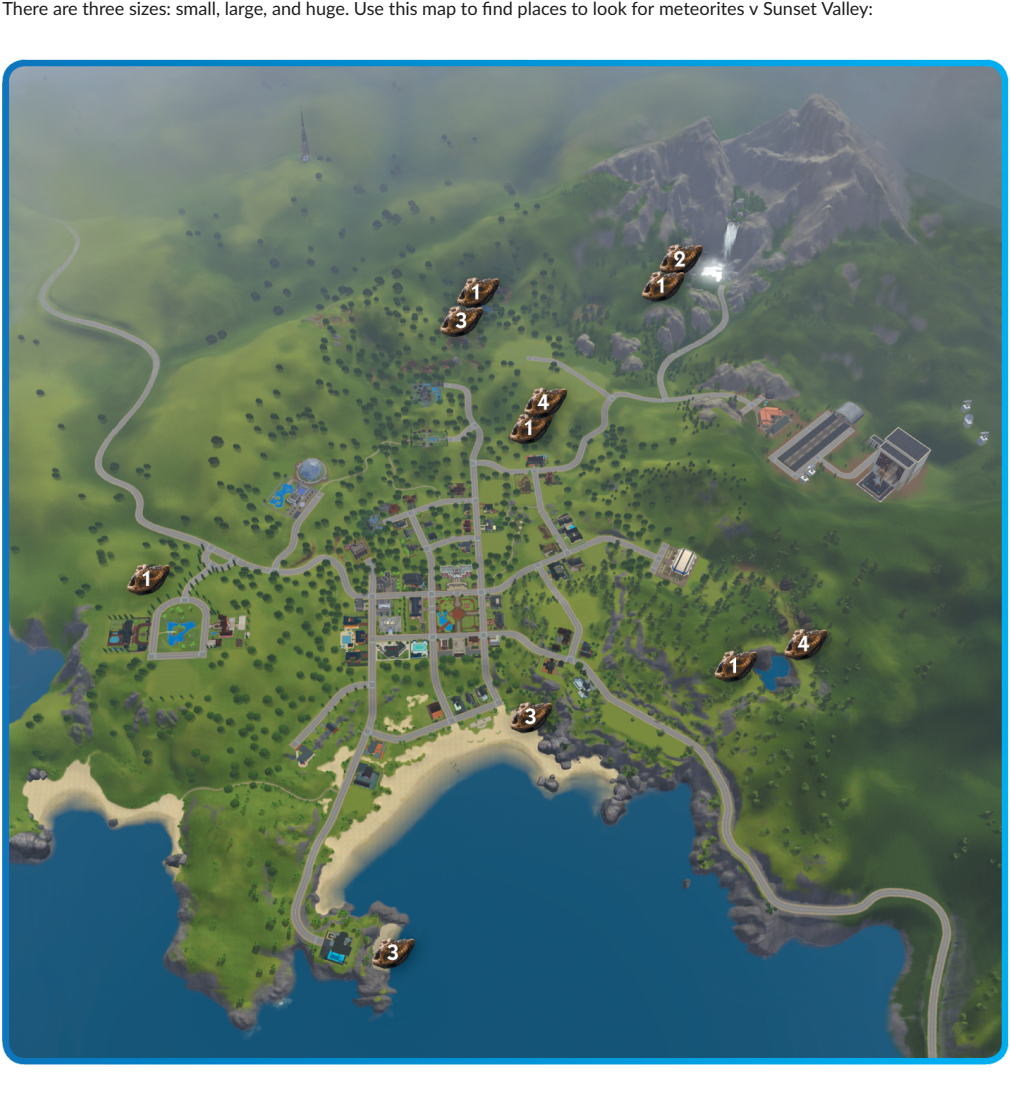


You can stack ingots in neat piles around your house for easy storage. However, if you want to place them around a room individually, use ALT to drop the ingot free of the snap-to-grid.

Meteorites

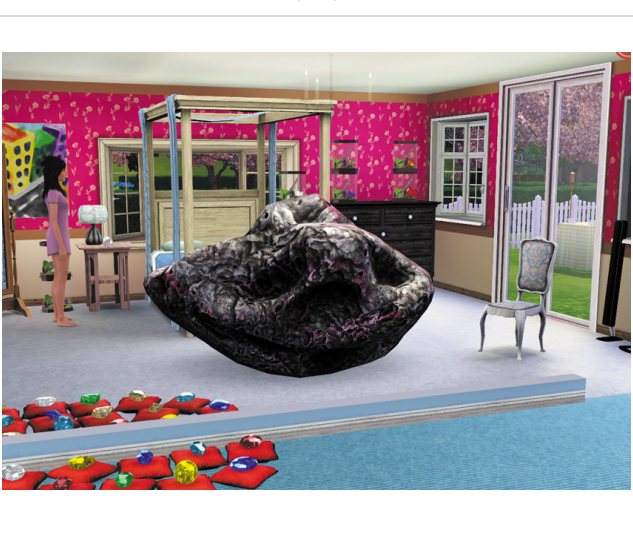
Space rocks streak through the atmosphere over Sunset Valley all of the time. Some of them actually crash down and can be recovered by Sims.

There are three sizes: small, large, and huge. Use this map to find places to look for meteorites v Sunset Valley:



Meteorites Spawned
1 Small Space Rock
2 Large Space Rock
3 Small Space Rock, Large Space Rock
4 Small Space Rock, Large Space Rock, Huge Space Rock

Meteor	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	10	30
Large	100	1050	50	200
Huge	50000	1,001,000	2000	4500



Huge meteorites are as big as a couch!

Like gems and metals, meteorites can be worth quite a bit of money once analyzed. But unlike those other treasures, there is a degree of risk when you analyze a meteorite to find out exactly what it is. Sometimes the raw value of a meteorite is greater than its worth once it has been identified. For example, if analysis reveals your meteorite is Ordinary Chondrite, the meteorite is now only worth half of its previous value.

After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock. Here is a list of all of the possible results of analysis and the value multipliers of such discoveries:

Meteorite	Value Multiplier
Acapulcoite	0.7
Angrite	1
Ataxite	1.5
Aubrite	1.4
Brachinite	1.2
Carbonaceous Chondrite	5
Chassignite	1.2
Diogenite	0.9
Enstatite Chondrite	6
Eucrite	0.8
Hexahedrite	1.6
Howardite	0.7
Kamasite	1.75
Lodranite	0.8
Lunar	1.3
Mesosiderite	10
Nakhlite	1.1
Octahedrite	1.8
Ordinary Chondrite	0.5
Pallasite	4
Rumurutite	3
Shergottite	1
Unusual Bellacite	1.6
Unusual Custerous Gossticite	1.9
Unusual Dukeadite	2.2
Unusual Holmberic	1.8
Unusual Llamatite	2
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2.1
Unusual Rodiekceous	2
Unusual Sporecite	1.7
Ureilite	0.9
Winonaite	1.3

Note

There is a slight chance that after sending away a meteorite, you will receive a Mysterious Mr. Gnome in the mail.

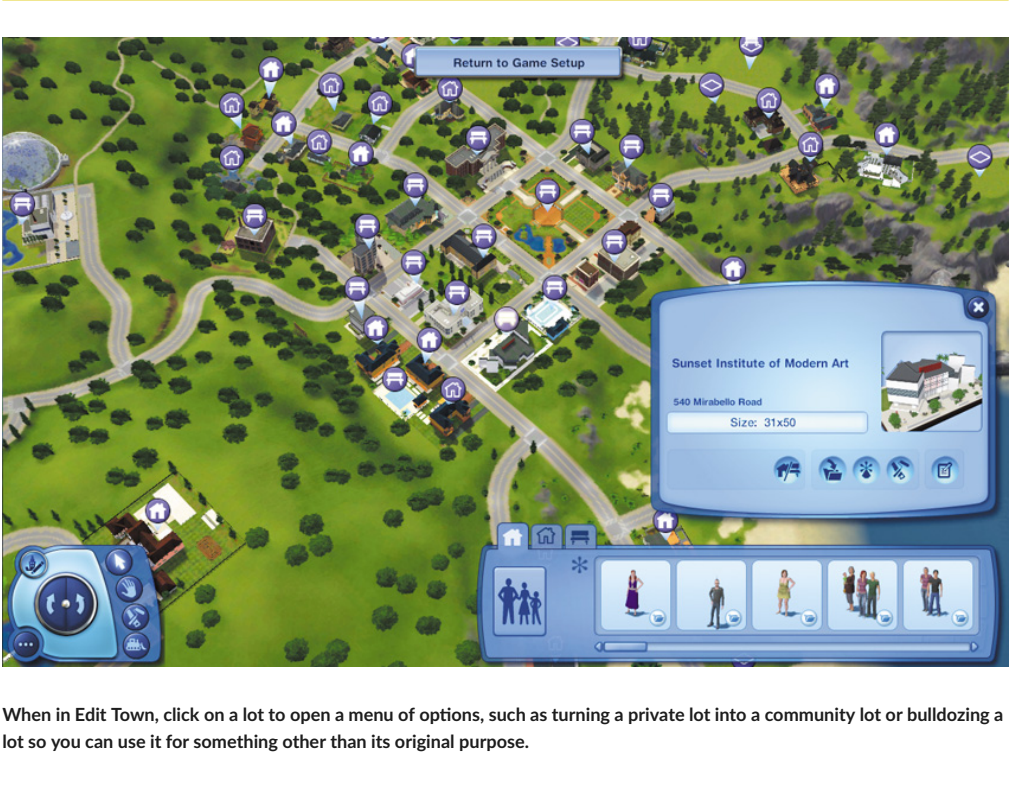
Tip

Check out the mausoleum in the graveyard for a chance to find gems, metals, meteorites, seeds, and even magic gnomes!

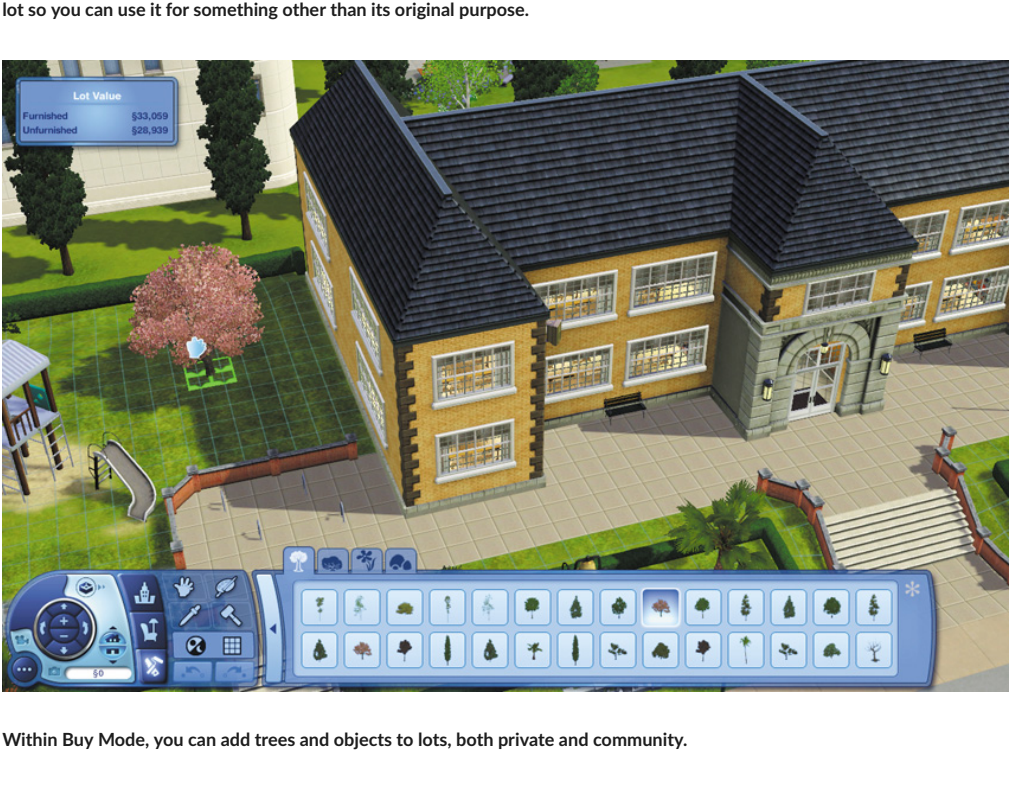
Rearrange Town

Of course, you can rearrange Sunset Valley any way that you like via the Edit Town options from the Save/ Options menu. You can push houses to new locations and move community locations such as the gym and library around. This is a very powerful tool that can not only make Sunset Valley truly your own creation, but also make life easier for your Sims, particularly if you are moving in with a clear plan of action.

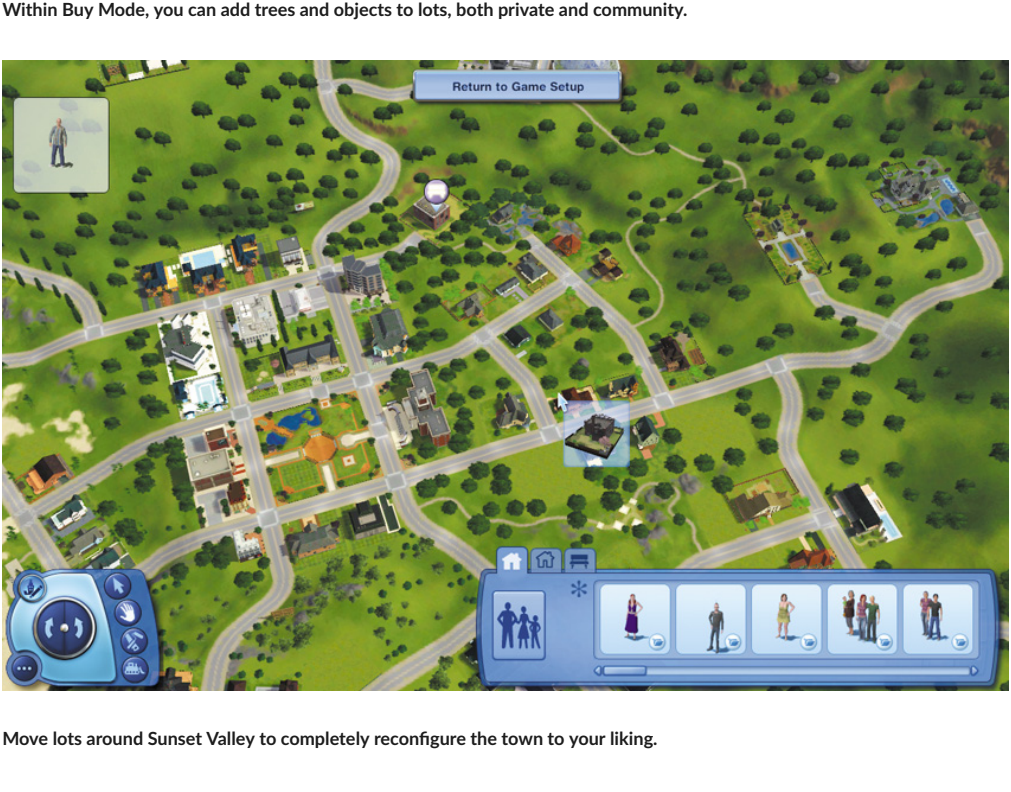
If your Sim is going to be in the Law Enforcement career and regularly enjoy the benefits of the day spa, why not move those locations closer to your house? You can also turn private lots into community lots where all Sims can gather for fun and frivolity.



When in Edit Town, click on a lot to open a menu of options, such as turning a private lot into a community lot or bulldozing a lot so you can use it for something other than its original purpose.



Within Buy Mode, you can add trees and objects to lots, both private and community.



Move lots around Sunset Valley to completely reconfigure the town to your liking.

MAGIC GNOMES

Sims players are undoubtedly familiar with magic gnomes, mischievous little fellows that randomly appear in the world. Seasons introduces a host of new magic gnomes—including four magic gnomes based on the different seasons. These gnomes are all dressed up for the season—and they can only be found in the season for which they are associated:

- Spring: Bucktooth Butternut—These gnomes are often found during egg hunts or will spawn on home lots with bountiful gardens. They are also more likely to appear on a lot after the arrival of a baby, either through birth or adoption.
- Summer: Brawn Brawn G'nome—This gnome typically appears when the weather gets very hot. They are also attracted to BBQs and fireworks, so keep an eye out while enjoying the festivities!
- Fall: Cracklin Nackerbell—This gnome can be brought home from successful trick-or-treating or after "surviving" the Haunted House. This gnome can also appear on a lot with a Scarecrow or, sadly, on a lot where somebody was recently shuffled off the mortal coil. (Read: they died.)
- Winter: s-GNOME-man Bittertotter—This gnome often appears after very heavy snows or on lots that have snowmen.

But there are troublemakers among these pleasant gnomes, too, so watch out. When you would normally encounter or discover a non-seasonal magic gnome, such as a tour of the catacombs, there is now a chance that instead of coming back with a normal magic gnome, your tag-along will be an evil magic gnome.

If your Sim has either the Evil or Mean Spirited trait, or the average of their LTRs with other Sims is fairly low, they have a higher chance of receiving an evil magic gnome. On the other hand, Good or Friendly Sims decrease their chances of getting an Evil Magic Gnome—or if they have a fairly high average LTR with other Sims. Another way to be on the receiving end of an evil magic gnome? Have an enemy! If you have an enemy, there is a small chance that you will receive an evil magic gnome in the mail. (Unless you already possess one evil magic gnome, then you cannot get another in the mail.)

So, what makes these gnomes evil? They perform nasty actions on your lot! These are the possible actions an evil magic gnome will do either to your home or to one of the Sims in your household:

- Break something: The gnome appears next to a breakable object... and then breaks it.
- Un-make bed: The magic gnome pops up next to a bed, which is then un-made to lower the environmental score of the room.
- Create trash: The magic gnome randomly creates piles of trash on the lot, which lowers the environmental score and can lead to negative moodlets.
- Knock over trash: The gnome appears next to the trash can and then it is mysteriously knocked over, spilling garbage.
- Make puddle: The magic gnome appears on a spot in the house and then a puddle forms beneath its feet. Get the mop!

In addition to these bits of trouble, evil magic gnomes can also appear next to normal gnomes and adopt fighting stances. This leads the good gnome to also enter a fighting pose. But perhaps the most mischievous action of the new evil magic gnome is the ability to give a Sim a nightmare—or a Gnightmare, if you will. There is a chance the evil magic gnome will appear next to a sleeping Sim (child or older—no toddlers or babies) and strike a freaky pose, complete with glowing eyes. This triggers the Gnightmare moodlet, which tanks the Sim's mood.